

TECNO TIPOE AND RUN

LA PRIMERA REVISTA CON CASSETTE PARA TECLEAR Y GRABAR

AÑO I - N.º 4

LISTADOS PARA

SPECTRUM

Sicodelia
Notas musicales
Numeros Romanos
Ataque Espacial
Esqui Alpino

MSX

Globos
Robot
Saboteador

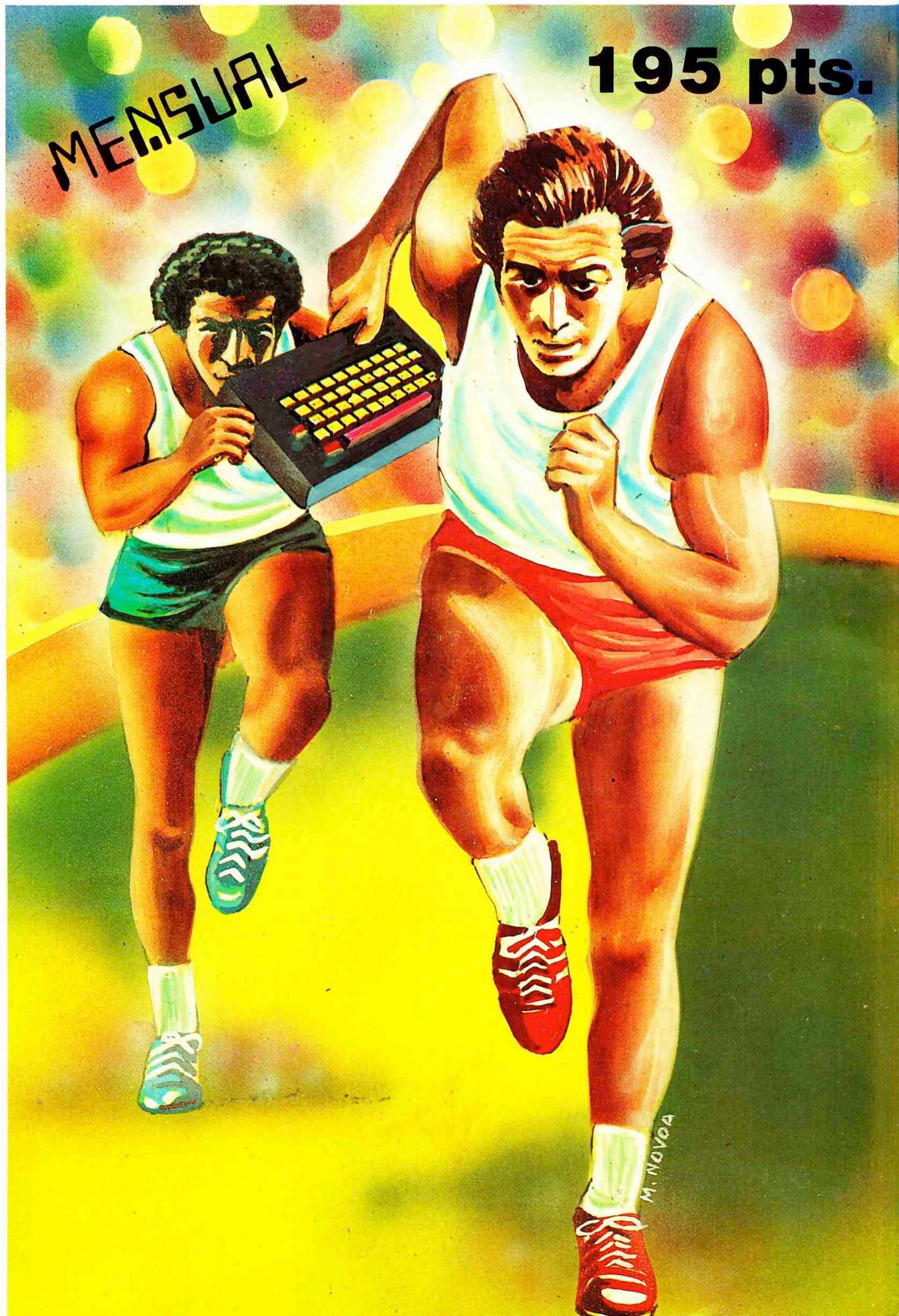
COMMODORE

Roland Garros
Arquero
Codigo

AMSTRAD

Al loro
Damas

MONSER



MONSER...

cada dia mas.



Key Panel
plantillas troqueladas especiales
para colocar sobre el teclado
de Spectrum.



Games Board
carcasa moldeada para
colocar sobre
el teclado del
Spectrum, con
pivotes móviles
para indicar las
teclas a utilizar
en cada programa.

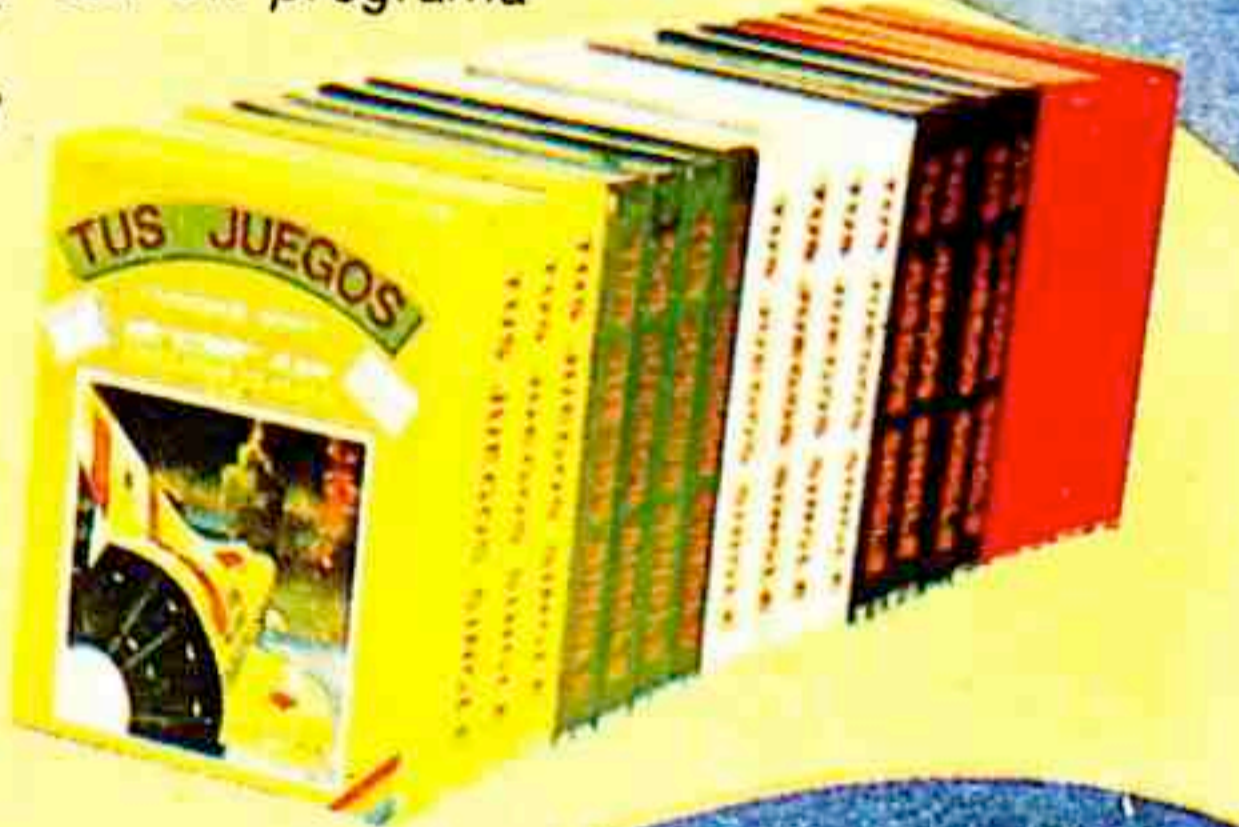


Revista con
cassette
de juegos de
aparición
mensual para
Spectrum 48 K.

Revista con
cassette de
juegos de
aparición
mensual
con pro-
gramas
didácticos
para
Spectrum
48 K



Colección tus Juegos Single
20 estuches de lujo con un programa
para Spectrum 48 K
incluyendo manual en
castellano.



Colección
tus juegos 4
5 estuches de lujo con
4 programas cada uno
incluyendo manual de
instrucciones en castellano
para Spectrum 48 K.



Seis cas-
settes con
programas
estrellas pre-
sentados en
estuche de
lujo para
Spectrum
48 K
P.V.P. 1.795 pts.
Catálogo con
instrucciones en castellano.



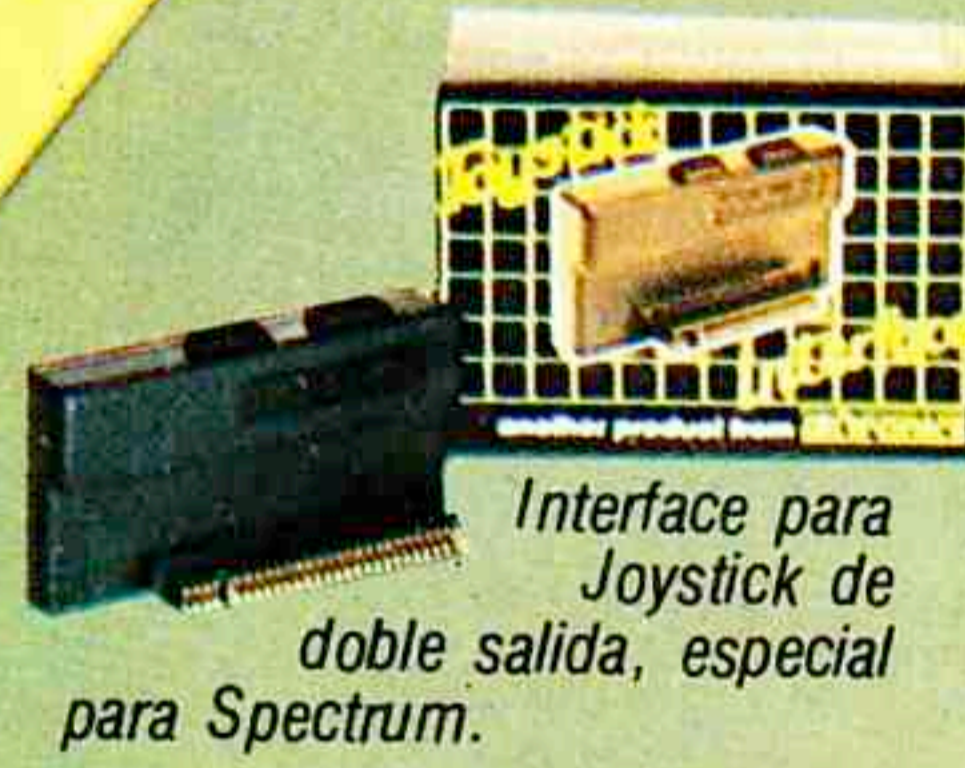
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C/ Argos, 9
28037 Madrid
Tlf. 742 72 12 / 96



Revista mensual
con programas listados para
Spectrum, M S X, Amstrad y
Commodore, incluyendo cinta
virgen.



Revista
mensual
con
cassette
para
MSX.



Interface para
Joystick de
doble salida, especial
para Spectrum.



Lápiz de Luz para Spectrum.

Cassette virgen
C-30, especial
para ordenadores.



Dos programas
de juegos para Spectrum 48 K,
con cinta virgen de regalo.



Joystick
Quinckshot I



Joystick
Quinckshot II



Key Board
teclado profesional especial
para ordenadores.



Joystick
«Challenger»

Nota: Todos los cassettes llevan los programas grabados en ambas caras.



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CUPON OFERTA

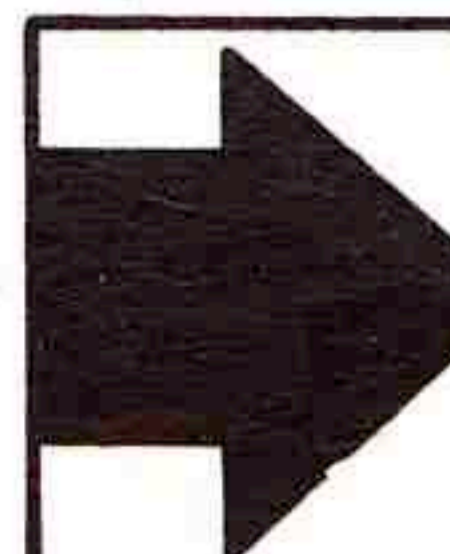
Aproveche ahora esta magnífica oportunidad para suscribirse a TYPE AND RUN.

Envíe HOY MISMO este cupón.

Inmediatamente empezará a recibir sus ejemplares MSX SOFT MAGAZINE y así durante 1 año (12 ejemplares).

El importe lo abonaré: POR CHEQUE CONTRA REEMBOLSO GIRO POSTAL



 2.340 ptas	ahora sólo 2.106 ptas.
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NOMBRE _____

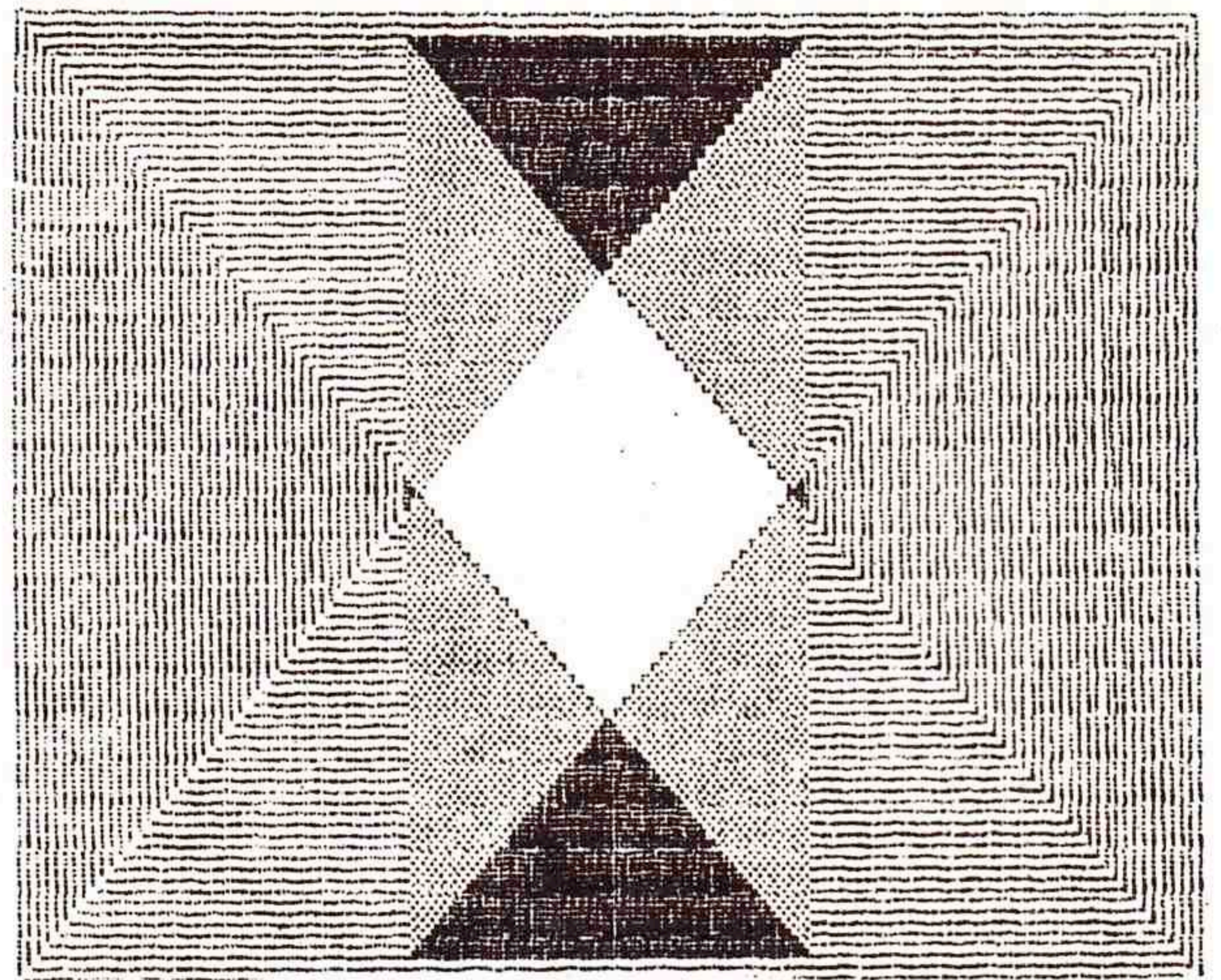
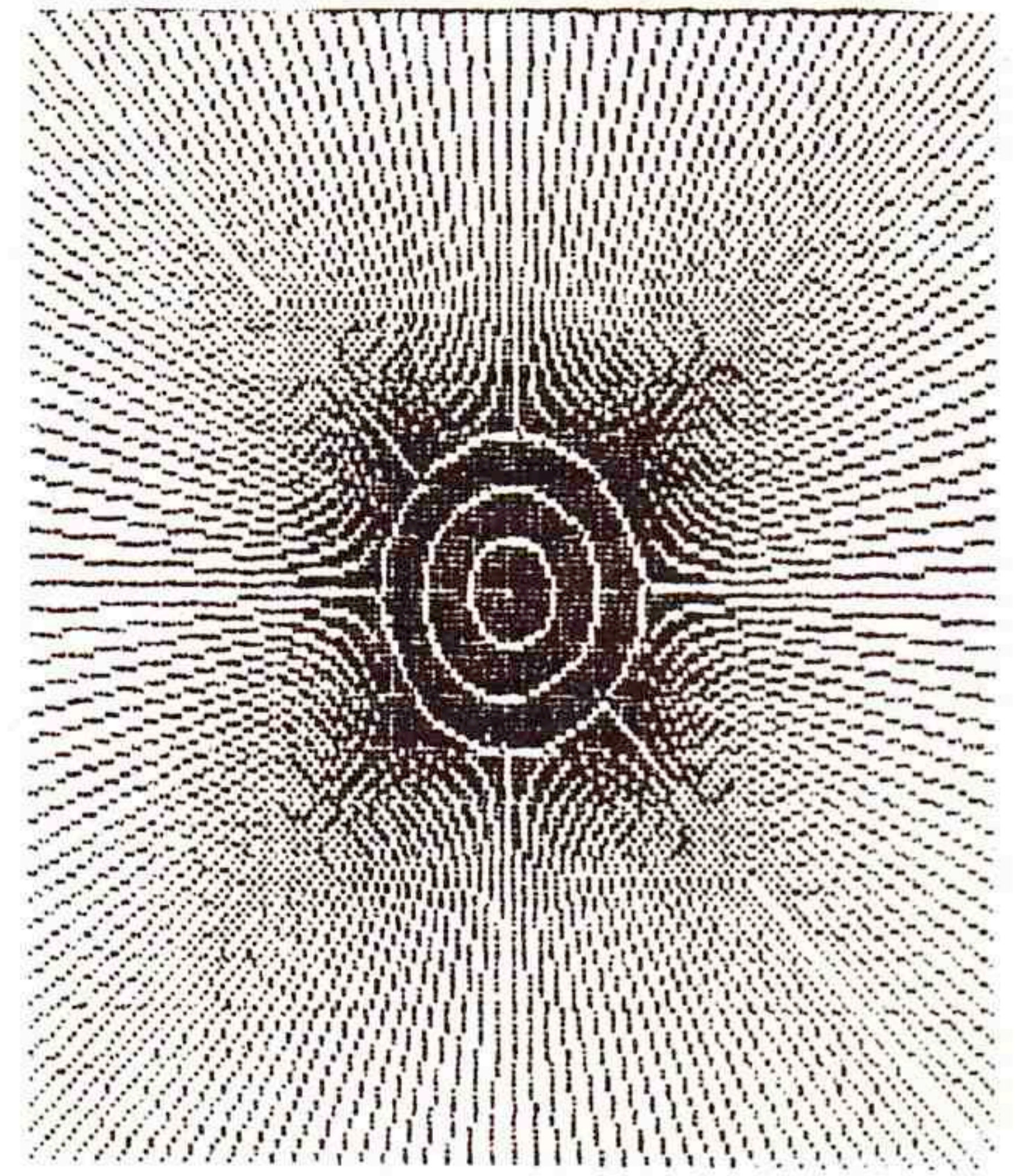
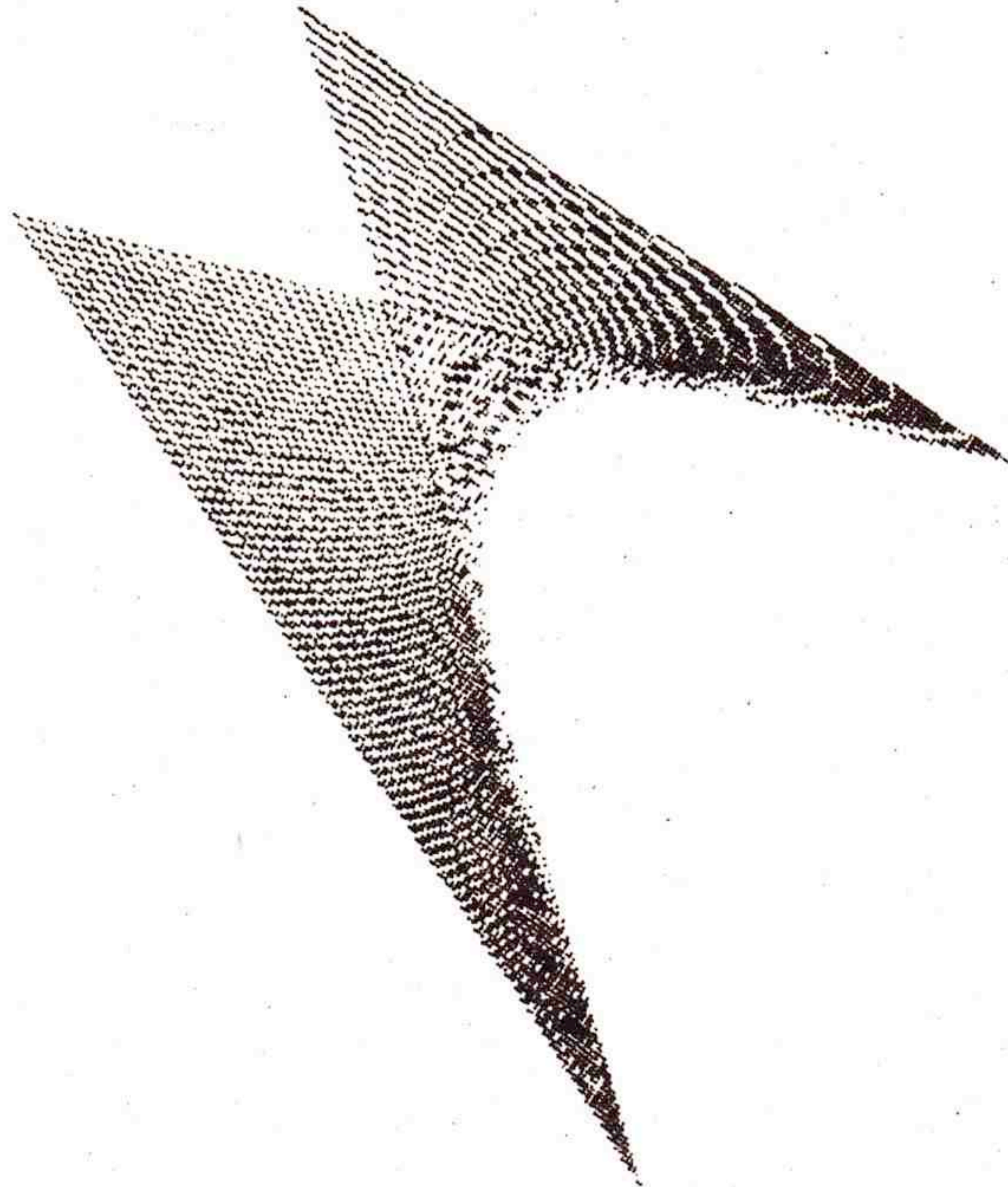
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CIUDAD _____ C.P. _____

PROVINCIA _____

SICODELIA

Este es un programa de generación de gráficos. Con él podréis dibujar pantallas con efectos sicodélicos, las instrucciones completas vienen en el programa. Esperamos que os guste.



```

2 INK 0: BORDER 7: PAPER 7: C
LS
10 PRINT AT 0,0;"          pulsa l
a letra apropiada, esta llamar
a a una rutina.Pul- sando la 'R
volveras al menu."
30 PRINT AT 5,0;" <A>- Rectangu
" <B>- Line
" <C>-
los
as
Circulos
40 IF INKEY$="" THEN GO TO 40
50 IF INKEY$="a" THEN GO SUB 3
00
60 IF INKEY$="b" THEN GO SUB 2
00
70 IF INKEY$="c" THEN GO SUB 1
00
80 GO TO 2
100 CLS
110 LET i=1
120 LET x=0: LET x1=255: LET y=
0
130 PLOT OVER 1;x,y: DRAW OVER
1; INK i;x1,y: LET y=y+1: LET x1
=x1-6: LET x=x+3: IF y<=175 AND
x1>=-255 THEN GO TO 130
140 LET i=i+1: IF i<7 THEN GO T
0 120
150 CLS
160 PRINT FLASH 1;AT 11,2;" PUL
SA 'R' PARA MENU"
190 IF INKEY$<>"r" THEN GO TO 1
90
199 RETURN
200 CLS
210 LET i=1
220 LET x=0: LET x1=175
230 PLOT x,0: DRAW INK i;x1,175
: PLOT 0,x: DRAW INK i;175,x1
240 LET x1=x1-8: LET x=x+4: IF
x<=175 THEN GO TO 230
250 FOR r=0 TO 87 STEP 8: INK 7
: CIRCLE OVER 1;87,87,r: NEXT
260 IF i<=6 THEN LET i=i+1
270 PRINT FLASH 1;AT 11,0;" PU
LSA 'R' PARA MENU"
280 IF INKEY$<>"R" THEN GO TO 2
80
290 RETURN
300 LET i=1: PAPER 7-i: CLS
310 LET x=0: LET y=0: LET x1=25
5: LET x2=0: LET x3=-255: LET x4
=0: LET y1=0: LET y2=175: LET y3
=0
320 PLOT x,y: INK i: DRAW OVER
1;x1,y1: DRAW OVER 1;x2,y2: DRAW
OVER 1;x3,y3: DRAW OVER 1;x4,y4
330 LET x=x+2: LET y=y+2: LET x
1=x1-4: LET x3=x3+4: LET y2=y2-4
: LET y4=y4+4: IF y<=175 THEN GO
TO 320
340 LET i=i+1: IF i=6 THEN GO T
0 360
350 GO TO 310
360 CLS
370 INK 0
380 PRINT FLASH 1;AT 11,0;" PU
LSA 'R' PARA MENU"
390 IF INKEY$<>"R" THEN GO TO 3
90
400 RETURN

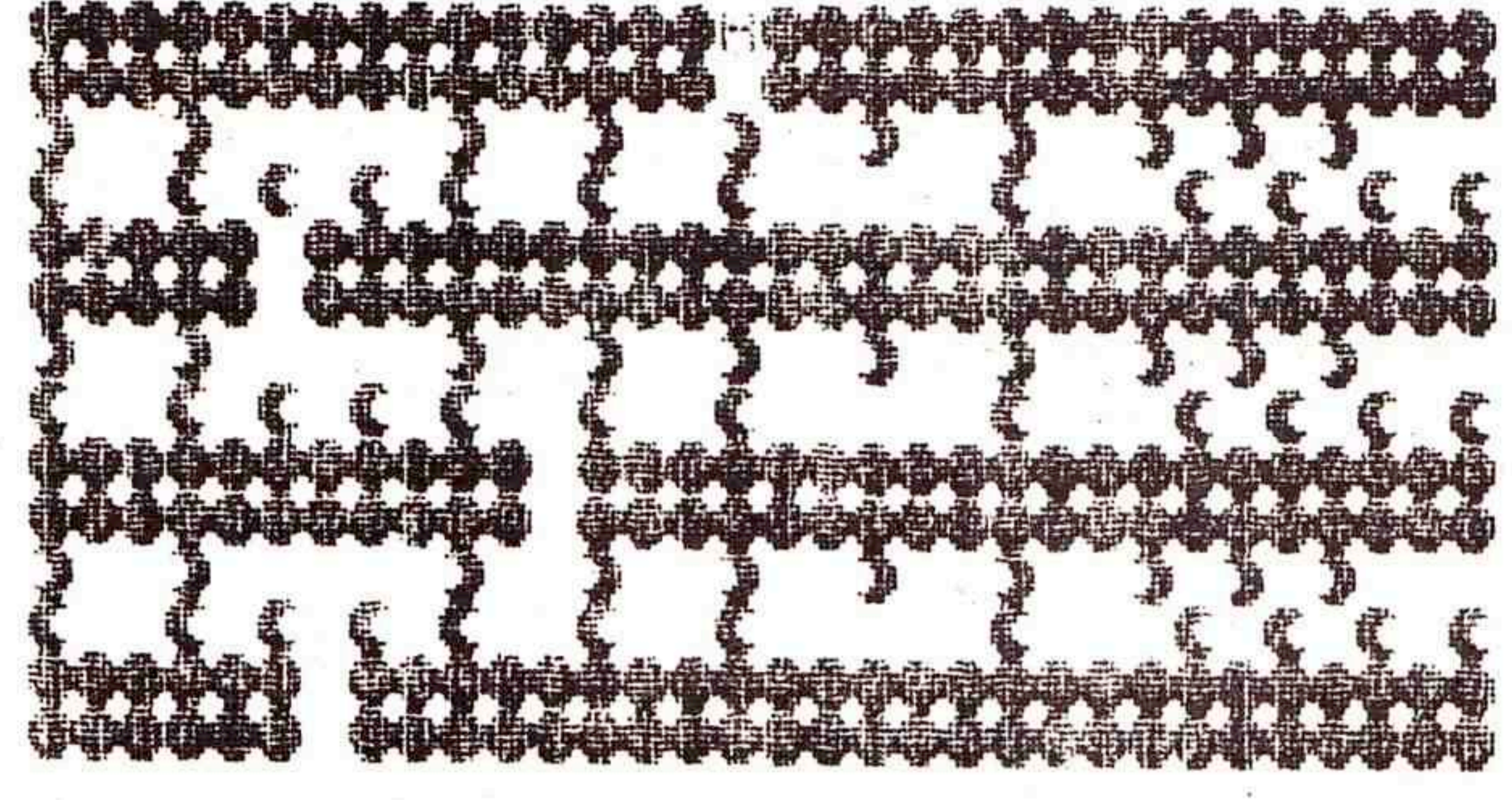
```

FANTASMA

Es este juego te toca huir de los monstruos que pululan por el laberinto para obtener puntos. Para mover a tu personaje se utilizan las siguientes teclas:

- M Derecha
- N Izquierda
- A Arriba
- Z Abajo

TANTEO 0 VIDAS 3 RECORD 0



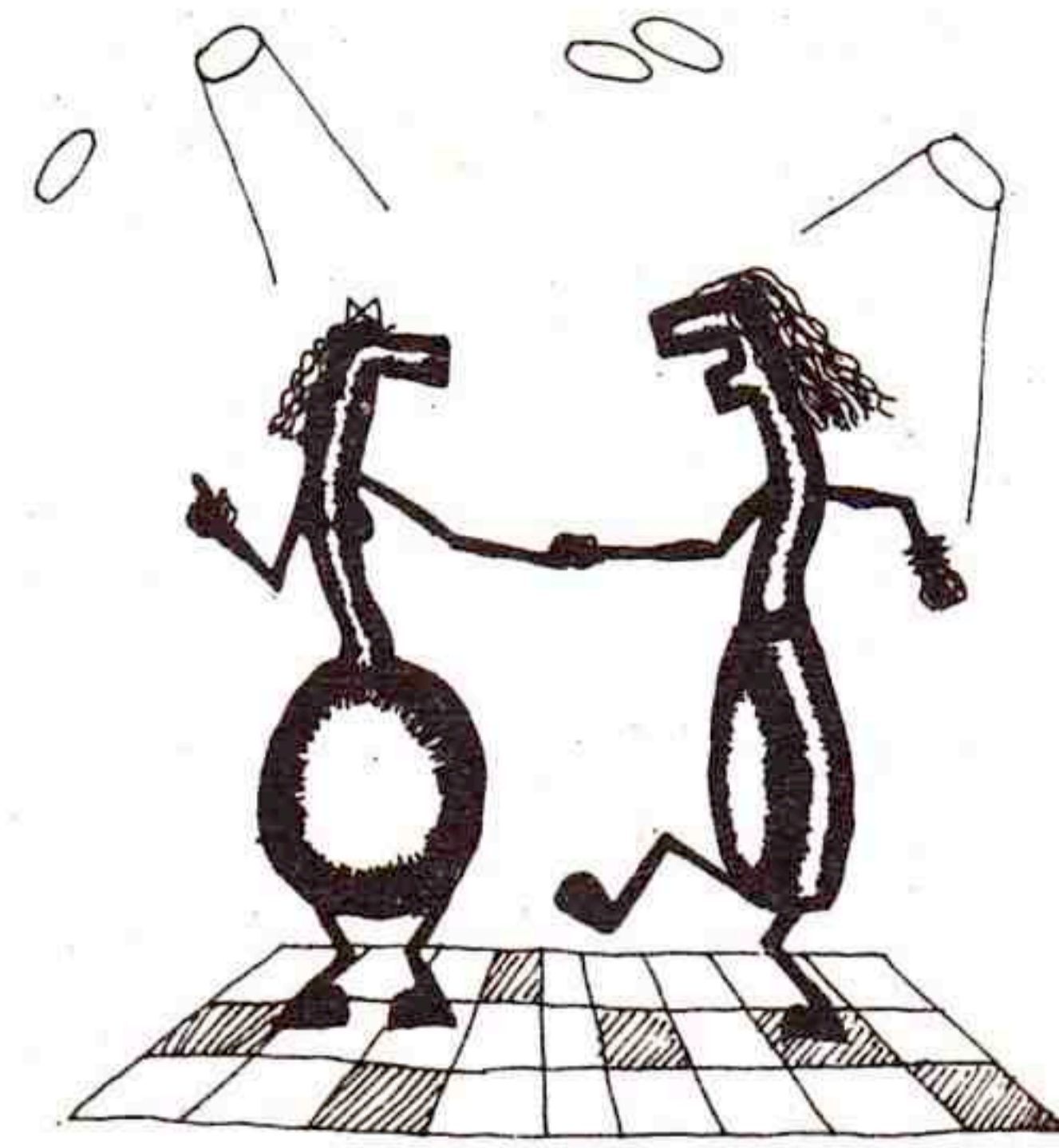
```

0:REM *****
**
**              @ A. MORENO          **
**              PARA MONSER-1985    **
**              *****              **
10 FOR a=USR "a" TO USR "d"+7
20 READ c: POKE a,c
30 NEXT a
40 DATA 60,126,255,255,255,255
  126,60
50 DATA 60,126,248,240,240,248
  126,60
60 DATA 60,126,31,15,15,31,126
  60
70 DATA 60,126,90,219,255,255,
  219,137
80 BORDER 5: PAPER 6: INK 9: C
LS
90 PRINT AT 0,11;"FANTASMA";TA
B 11;" "
100 PRINT AT 6,13;"TECLAS: -"
110 PRINT AT 9,12;"M = DERECHA"
  AT 11,12;"N = IZQUIERDA";AT 13,
  12;"A = ARRIBA";AT 15,12;"Z = AB
  AJU"
120 PRINT AT 18,5;"PULSA UNA TE
CLA PARA JUGAR"
130 PLOT 35,20: DRAW 220,0: DRA
W 0,15: DRAW -220,0: DRAW 0,-15
140 PAUSE 0: FOR n=1 TO 14: REA
D a: BEEP .1,a: NEXT n
150 DATA 5,5,12,12,14,14,12,10,
  10,9,9,7,7,5
160 LET rec=0
170 CLS
180 LET tan=0: LET vi=3
190 LET a=19: LET b=16
200 LET c=INT (RND*30)+1
210 LET d=INT (RND*30)+1
220 LET e=INT (RND*30)+1
230 PRINT AT 1,1;"TANTEO ";tan;
  AT 1,13;"VIDAS ";vi;AT 1,24;"REC
  ORD ";rec
240 PLOT 0,175: DRAW 255,0: DRA
W 0,-20: DRAW -255,0: DRAW 0,20
250 LET a$=" "
260 LET b$=" "
270 PRINT AT 3,0; INK 4;"
280 PRINT AT 7,0; INK 4;"
290 PRINT AT 11,0; INK 4;"
300 PRINT AT 15,0; INK 4;"
310 PRINT AT 3,15; FLASH 1;"H";
  AT 4,15; FLASH 0;" "
320 PRINT AT 7,c;" ";AT 8,c;" "
  "330 PRINT AT 11,d;" ";AT 12,d;" "
340 PRINT AT 15,e;" ";AT 16,e;" "
350 PRINT AT a,b;" "
360 LET a=a+(INKEY$="z" AND a<1
  9)-(INKEY$="a" AND a>0)
370 LET b=b+(INKEY$="m" AND b<3
  1)-(INKEY$="n" AND b>0)
380 PRINT AT 5,0; INK 1;a$;AT 6
  ,0; INK 2;b$
390 PRINT AT 9,0; INK 2;a$;AT 1
  0,0; INK 1;b$
400 PRINT AT 13,0; INK 3;a$;AT
  14,0; INK 2;b$
410 IF SCREEN$ (a,b)=" " THEN GO
  TO 470
420 PRINT AT a,b;"A": BEEP .05,
  5
430 LET a$=a$(2 TO )+a$(1)
440 LET b$=b$(31)+b$( TO 31)
450 IF a=3 AND b=15 THEN GO TO
  500
460 GO TO 350
470 PRINT AT a,b; FLASH 1;"A":
  FOR a=0 TO 30: BEEP .05,a+5: NEX
  T a
480 LET vi=vi-1: IF vi=0 THEN P
  RINT AT 1,19;"0": GO TO 520
490 GO TO 190
500 FOR a=-40 TO 50 STEP 4: BEE
  P .02,a+10: BEEP .02,a-5: NEXT a
510 LET tan=tan+10: GO TO 190
520 PRINT AT 18,12; FLASH 1;"FI
  N PARTIDA": FOR a=0 TO 30: BEEP
  .05,5: BEEP .05,2: BEEP .03,1: B
  EEP .04,2: NEXT a
530 CLS
540 PRINT AT 0,11;"FANTASMA"
550 PRINT AT 8,7;"TU TANTEO=";t
  an
560 IF tan>rec THEN LET rec=tan
570 PRINT AT 10,7;"RECORD=";rec
580 PRINT AT 12,7;"OTRO JUEGO ?
  (S/N)"
590 IF INKEY$="s" THEN GO TO 15
600 IF INKEY$="n" THEN GO TO 62
610 GO TO 590
620 CLS: PRINT AT 0,0;"GRACIAS
  POR JUGAR. ADIOS"
630 STOP

```

NOTAS MUSICALES

Este es un programa con el que podrás hacer música con tu ordenador. Podrás escribir notas entre dos octavas, así como bemol o sostenido, y su longitud. Las instrucciones se encuentran en el programa.



```

Q>REM *****
**
**   © C.  GUEDAN
**
** PARA  MONSER-1985
**
*****
10 RESTORE
20 DATA 0,56,68,130,68,56,0,0
30 DATA 0,8,0,96,72,136,144,96
40 DATA 0,0,0,96,120,240,240,9
5
50 DATA 14,8,8,56,120,248,240,
96
60 DATA 14,8,14,56,120,248,240
96
70 FOR i=USR "a" TO USR "e"+7:
READ c: POKE i,c: NEXT i
80 LET oct=0: LET tempo=16
90 DATA "a%", "a", "a#", "b%", "b",
"b#", "c%", "c", "c#", "d%", "d", "d#", "e%", "e",
"e#", "f%", "f", "f#", "g%", "g", "g#"
100 DATA -4,-3,-2,-2,-1,0,1,1,2
,3,3,4,5,6,6,7,8
110 DATA "A%", "A", "A#", "B%", "B",
"B#", "C%", "C", "C#", "D%", "D", "D#", "E%", "E",
"E#", "F%", "F", "F#", "G%", "G", "G#"
120 DATA 8,9,10,10,11,12,13,13,
14,15,15,16,17,18,18,19,20
130 DIM a$(34,2): DIM a(34)
140 FOR i=1 TO 17: READ a$(i):
NEXT i
150 FOR i=1 TO 17: READ a(i): N
EXT i
160 FOR i=18 TO 34: READ a$(i):
NEXT i
170 FOR i=18 TO 34: READ a(i):
NEXT i
180 GO TO 500
200 CLS: PRINT " Puedes escr
ibir notas entre dos octavas": P
RINT " a b c d e f g A B C D E
F G"
210 PRINT "Escribe cada nota c
on una letra( usa # para sosteni
do y % para bemol)": PRINT "Des
pues de cada nota escribe la lon
gitud con un numero": PRINT "
1      2      4      8      16
f      g      a      b      c"
220 PRINT " Despues de introdu
cir la ultima nota, escribe ""FI
N""
230 LET n$="": LET t$=""
240 INPUT "NOTA o FIN":i$: IF i
$="" THEN GO TO 240
250 IF i$="fin" OR i$="FIN" THE
N GO TO 370
260 IF LEN i$=2 THEN IF i$(2) <>
"% " AND i$(2) <> "#" THEN BEEP .5,
5: GO TO 240
270 IF CODE i$ < 65 OR CODE i$ > 71
AND CODE i$ < 97 OR CODE i$ > 103 T
HEN BEEP .5, -5: GO TO 240
280 IF i$="a#" OR i$="b#" OR i$="c#" OR i$
="d#" OR i$="e#" OR i$="f#" OR i$="g#"
OR i$="A#" OR i$="B#" OR i$="C#" OR i$
="D#" OR i$="E#" OR i$="F#" THEN BEEP .5, -5
290 IF i$="a#" OR i$="b#" OR i$="c#" OR i$
="d#" OR i$="e#" OR i$="f#" OR i$="g#"
OR i$="A#" OR i$="B#" OR i$="C#" OR i$
="D#" OR i$="E#" OR i$="F#" THEN BEEP .5, -5
300 BEEP .1,19: BEEP .1,12
310 INPUT "Longitud de la nota"
i$: IF i$="" THEN GO TO 310
320 IF CODE i$ < 49 OR CODE i$ > 59
THEN BEEP .5, -5: GO TO 310
330 BEEP .1,19: BEEP .1,12
340 IF LEN i$=1 THEN LET i$=i$+
+ i$
350 IF LEN j$=1 THEN LET j$="0"
+ j$
360 LET t$=t$+j$: LET n$=n$+i$:
GO TO 240
370 CLS: PRINT AT 10,7: FLASH
1: "Espera por favor": LET t$=t$+
+ t$
380 LET p$="": FOR i=1 TO LEN n
$ STEP 2: FOR j=1 TO 34: IF n$(i
TO i+1) <> a$(j) THEN NEXT j
390 LET k$=STR$ a(j): IF LEN k$
=1 THEN LET k$=" "+k$
400 LET p$=p$+k$+t$( TO 2): LET
t$=t$(3 TO )
410 NEXT i
420 LET q$=""
430 FOR i=1 TO LEN p$
440 LET q$=q$+p$(i): NEXT i
450 RETURN
470 FOR i=1 TO (LEN q$)-3 STEP
4
480 LET d=VAL q$(i+2 TO i+3): L
ET p=VAL q$(i TO i+1): BEEP d/te
mpo, p+oct
490 NEXT i: RETURN
510 CLS: PRINT "
MENU
520 PRINT "1.- Escribe un ton
o"
530 PRINT "2.- Juega el tono"
540 PRINT "3.- Juega una octa
va alta"
550 PRINT "4.- Juega una octa
va baja"
560 PRINT "5.- Incrementa el
tempo"

```

```

570 PRINT "6.- Decrementa el
tempo"
580 PRINT "7.- Dibuja DATA"
590 PRINT "8.- Borra octava y
tempo"
600 IF INKEY$("<>") THEN GO TO 60
0
610 LET i$=INKEY$: IF i$="" THE
N GO TO 610
620 IF CODE i$<49 OR CODE i$>56
THEN GO TO 600
630 IF i$="0" THEN LET tempo=16
LET oct=0: GO TO 500
640 GO SUB (190 AND i$="1")+ (46
0 AND i$="2")+ (650 AND i$="3")+ (
670 AND i$="4")+ (680 AND i$="5")+
+ (690 AND i$="6")+ (700 AND i$="7
")
650 CLS : GO TO 510
660 LET oct=oct+(12 AND oct<=49
): GO SUB 470: RETURN
670 LET oct=oct-(12 AND oct>=-3
3): GO SUB 470: RETURN
580 LET tempo=tempo+2: GO SUB 4
70: RETURN
590 LET tempo=tempo-1 AND tempo
>1: GO SUB 470: RETURN
700 CLS : FOR i=1 TO LEN q$-3 5
TEP 4
710 LET d=VAL q$(i+2 TO i+3): L
ET p=VAL q$(i TO i+1): PRINT "BE
EP ";d/tempo;";";p+oct;";";
720 IF PEEK 23689=4 THEN GO SUB
750
730 NEXT i
740 GO SUB 750: RETURN
750 PRINT AT 21,0;"IMPRESORA?(s
/n)"
760 IF INKEY$("<>") THEN GO TO 76
0
770 LET i$=INKEY$: IF i$="" THE
N GO TO 770
780 IF i$="s" OR i$="S" THEN CO
PY : CLS : RETURN
790 POKE 23692,255: RETURN
800 SAVE "music" LINE 10
    
```

NUMEROS ROMANOS

Este programa te permitira convertir a numeros romanos cualquier numero decimal no superior a 2999, aunque no dudamos que tu con unas ligeras modificaciones seas capaz de ampliar esta limitacion

notas graficas
A B C D E F G
=====
I V X L C D M

notas graficas
A B C D E F G
=====
I V X L C D M

1	=	I	12	=	XII	152	=	CLII	1956	=	MCMLVI
2	=	II	13	=	XIII	153	=	CLIII	1957	=	MCMLVII
3	=	III	14	=	XIV	154	=	CLIV	1958	=	MCMLIIX
4	=	IV	15	=	XV	155	=	CLV	1959	=	MCMLIX
5	=	V	16	=	XVI	156	=	CLVI	1960	=	MCMLX
6	=	VI	17	=	XVII	157	=	CLVII	1961	=	MCMLXI
7	=	VII	18	=	XIIX	158	=	CLIIX	1962	=	MCMLXII
8	=	IIX	19	=	XIX	159	=	CLIX	1963	=	MCMLXIII
9	=	IX	20	=	XX	160	=	CLX	1964	=	MCMLXIV
10	=	X	21	=	XXI	161	=	CLXI			
11	=	XI	22	=	XXII						

```

1 REM numeros romanos
2 GO SUB 02
3 GO SUB 03
4 GO SUB 04
5 PRINT
6 PRINT TAB 3; a$; TAB 8; " = "
7 TAB 12; b$
8 GO TO 3
9 REM logica operativa
10 LET long=LEN a$
11 LET b$=""
12 IF long=0 THEN RETURN
13 LET num=VAL a$(long)
14 IF num=9 THEN LET n$="IX"
15 IF num=8 THEN LET n$="VIII"
16 IF num=7 THEN LET n$="VII"
17 IF num=6 THEN LET n$="VI"
18 IF num=5 THEN LET n$="V"
19 IF num=4 THEN LET n$="IV"
20 IF num=3 THEN LET n$="III"
21 IF num=2 THEN LET n$="II"
22 IF num=1 THEN LET n$="I"
23 LET b$=n$+b$
24 LET long=long-1
25 IF long=0 THEN RETURN
26 LET num=VAL a$(long)
27 IF num=9 THEN LET n$="XC"
28 IF num=8 THEN LET n$="LXXX"
29 IF num=7 THEN LET n$="LXX"
30 IF num=6 THEN LET n$="LX"
31 IF num=5 THEN LET n$="L"
32 IF num=4 THEN LET n$="XL"
33 IF num=3 THEN LET n$="XXX"
34 IF num=2 THEN LET n$="XX"
35 IF num=1 THEN LET n$="X"
36 LET b$=n$+b$
37 LET long=long-1
38 IF long=0 THEN RETURN
39 LET num=VAL a$(long)
40 IF num=9 THEN LET n$="CM"
41 IF num=8 THEN LET n$="DC"
42 IF num=7 THEN LET n$="DCC"

```

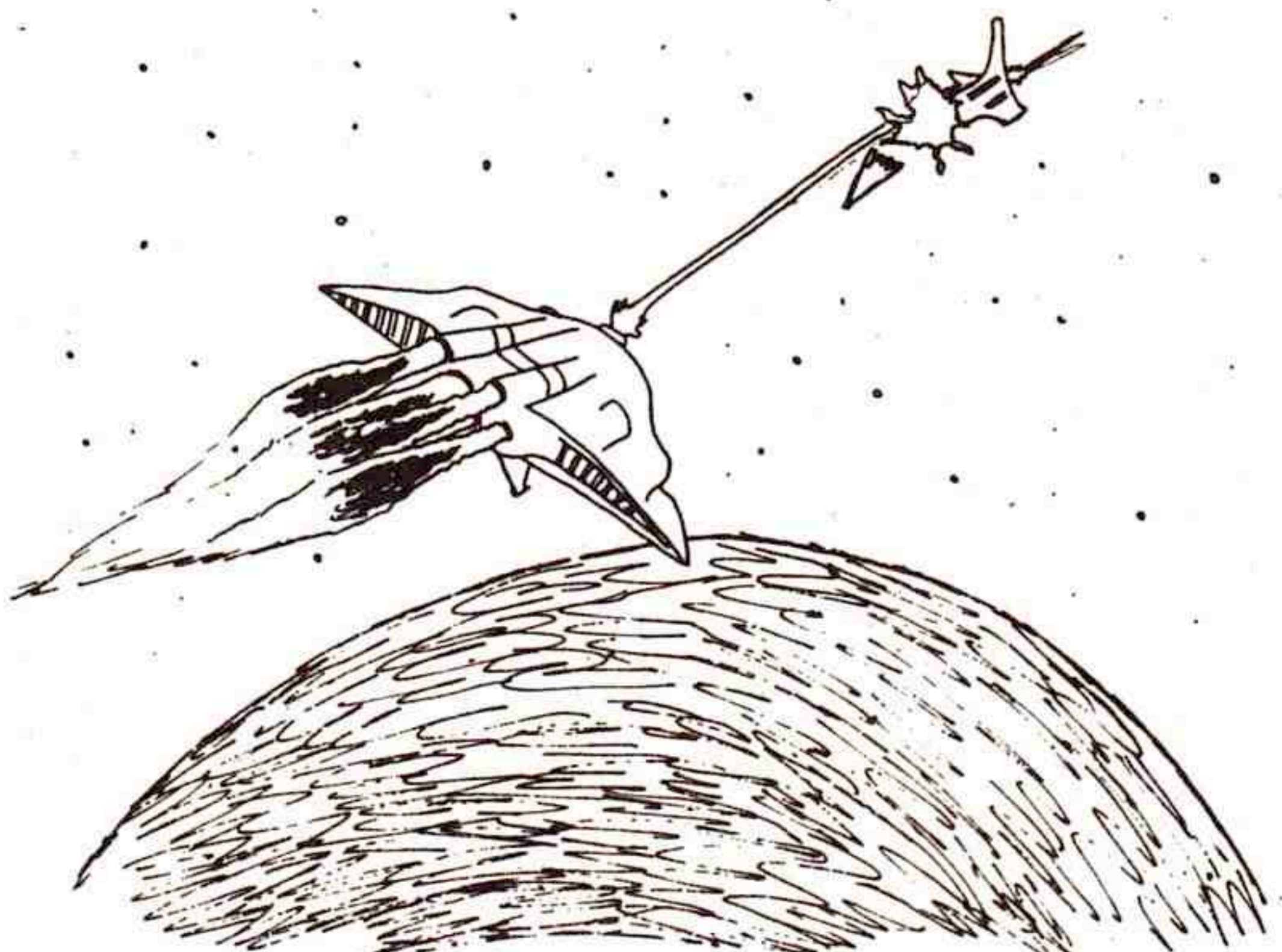
```

43 IF num=6 THEN LET n$="DCC"
44 IF num=5 THEN LET n$="DC"
45 IF num=4 THEN LET n$="CD"
46 IF num=3 THEN LET n$="CCC"
47 IF num=2 THEN LET n$="CC"
48 IF num=1 THEN LET n$="C"
49 LET b$=n$+b$
50 LET long=long-1
51 IF long=0 THEN RETURN
52 LET num=VAL a$(long)
53 IF num=9 THEN LET n$="MM"
54 IF num=8 THEN LET n$="MCM"
55 IF num=7 THEN LET n$="MDC"
56 IF num=6 THEN LET n$="MDCC"
57 IF num=5 THEN LET n$="MD"
58 IF num=4 THEN LET n$="CD"
59 IF num=3 THEN LET n$="CCC"
60 IF num=2 THEN LET n$="CC"
61 IF num=1 THEN LET n$="C"
62 LET b$=n$+b$
63 LET long=long-1
64 IF long=0 THEN RETURN
65 LET num=VAL a$(long)
66 IF num=9 THEN LET n$="XC"
67 IF num=8 THEN LET n$="LXXX"
68 IF num=7 THEN LET n$="LXX"
69 IF num=6 THEN LET n$="LX"
70 IF num=5 THEN LET n$="L"
71 IF num=4 THEN LET n$="XL"
72 IF num=3 THEN LET n$="XXX"
73 IF num=2 THEN LET n$="XX"
74 IF num=1 THEN LET n$="X"
75 LET b$=n$+b$
76 LET long=long-1
77 IF long=0 THEN RETURN
78 LET num=VAL a$(long)
79 IF num=9 THEN LET n$="XC"
80 IF num=8 THEN LET n$="LXXX"
81 IF num=7 THEN LET n$="LXX"
82 IF num=6 THEN LET n$="LX"
83 IF num=5 THEN LET n$="L"
84 IF num=4 THEN LET n$="XL"
85 IF num=3 THEN LET n$="XXX"
86 IF num=2 THEN LET n$="XX"
87 IF num=1 THEN LET n$="X"
88 LET b$=n$+b$
89 LET long=long-1
90 IF long=0 THEN RETURN
91 LET num=VAL a$(long)
92 IF num=9 THEN LET n$="XC"
93 IF num=8 THEN LET n$="LXXX"
94 IF num=7 THEN LET n$="LXX"
95 IF num=6 THEN LET n$="LX"
96 IF num=5 THEN LET n$="L"
97 IF num=4 THEN LET n$="XL"
98 IF num=3 THEN LET n$="XXX"
99 IF num=2 THEN LET n$="XX"
100 IF num=1 THEN LET n$="X"
101 LET b$=n$+b$
102 LET long=long-1
103 IF long=0 THEN RETURN
104 LET num=VAL a$(long)
105 IF num=9 THEN LET n$="XC"
106 IF num=8 THEN LET n$="LXXX"
107 IF num=7 THEN LET n$="LXX"
108 IF num=6 THEN LET n$="LX"
109 IF num=5 THEN LET n$="L"
110 IF num=4 THEN LET n$="XL"
111 IF num=3 THEN LET n$="XXX"
112 IF num=2 THEN LET n$="XX"
113 IF num=1 THEN LET n$="X"
114 LET b$=n$+b$
115 LET long=long-1
116 IF long=0 THEN RETURN
117 LET num=VAL a$(long)
118 IF num=9 THEN LET n$="XC"
119 IF num=8 THEN LET n$="LXXX"
120 IF num=7 THEN LET n$="LXX"
121 IF num=6 THEN LET n$="LX"
122 IF num=5 THEN LET n$="L"
123 IF num=4 THEN LET n$="XL"
124 IF num=3 THEN LET n$="XXX"
125 IF num=2 THEN LET n$="XX"
126 IF num=1 THEN LET n$="X"
127 LET b$=n$+b$
128 LET long=long-1
129 IF long=0 THEN RETURN
130 LET num=VAL a$(long)
131 IF num=9 THEN LET n$="XC"
132 IF num=8 THEN LET n$="LXXX"
133 IF num=7 THEN LET n$="LXX"
134 IF num=6 THEN LET n$="LX"
135 IF num=5 THEN LET n$="L"
136 IF num=4 THEN LET n$="XL"
137 IF num=3 THEN LET n$="XXX"
138 IF num=2 THEN LET n$="XX"
139 IF num=1 THEN LET n$="X"
140 LET b$=n$+b$
141 LET long=long-1
142 IF long=0 THEN RETURN
143 LET num=VAL a$(long)
144 IF num=9 THEN LET n$="XC"
145 IF num=8 THEN LET n$="LXXX"
146 IF num=7 THEN LET n$="LXX"
147 IF num=6 THEN LET n$="LX"
148 IF num=5 THEN LET n$="L"
149 IF num=4 THEN LET n$="XL"
150 IF num=3 THEN LET n$="XXX"
151 IF num=2 THEN LET n$="XX"
152 IF num=1 THEN LET n$="X"
153 LET b$=n$+b$
154 LET long=long-1
155 IF long=0 THEN RETURN
156 LET num=VAL a$(long)
157 IF num=9 THEN LET n$="XC"
158 IF num=8 THEN LET n$="LXXX"
159 IF num=7 THEN LET n$="LXX"
160 IF num=6 THEN LET n$="LX"
161 IF num=5 THEN LET n$="L"
162 IF num=4 THEN LET n$="XL"
163 IF num=3 THEN LET n$="XXX"
164 IF num=2 THEN LET n$="XX"
165 IF num=1 THEN LET n$="X"
166 LET b$=n$+b$
167 LET long=long-1
168 IF long=0 THEN RETURN
169 LET num=VAL a$(long)
170 IF num=9 THEN LET n$="XC"
171 IF num=8 THEN LET n$="LXXX"
172 IF num=7 THEN LET n$="LXX"
173 IF num=6 THEN LET n$="LX"
174 IF num=5 THEN LET n$="L"
175 IF num=4 THEN LET n$="XL"
176 IF num=3 THEN LET n$="XXX"
177 IF num=2 THEN LET n$="XX"
178 IF num=1 THEN LET n$="X"
179 LET b$=n$+b$
180 LET long=long-1
181 IF long=0 THEN RETURN
182 LET num=VAL a$(long)
183 IF num=9 THEN LET n$="XC"
184 IF num=8 THEN LET n$="LXXX"
185 IF num=7 THEN LET n$="LXX"
186 IF num=6 THEN LET n$="LX"
187 IF num=5 THEN LET n$="L"
188 IF num=4 THEN LET n$="XL"
189 IF num=3 THEN LET n$="XXX"
190 IF num=2 THEN LET n$="XX"
191 IF num=1 THEN LET n$="X"
192 LET b$=n$+b$
193 LET long=long-1
194 IF long=0 THEN RETURN
195 LET num=VAL a$(long)
196 IF num=9 THEN LET n$="XC"
197 IF num=8 THEN LET n$="LXXX"
198 IF num=7 THEN LET n$="LXX"
199 IF num=6 THEN LET n$="LX"
200 IF num=5 THEN LET n$="L"
201 IF num=4 THEN LET n$="XL"
202 IF num=3 THEN LET n$="XXX"
203 IF num=2 THEN LET n$="XX"
204 IF num=1 THEN LET n$="X"
205 LET b$=n$+b$
206 LET long=long-1
207 IF long=0 THEN RETURN
208 LET num=VAL a$(long)
209 IF num=9 THEN LET n$="XC"
210 IF num=8 THEN LET n$="LXXX"
211 IF num=7 THEN LET n$="LXX"
212 IF num=6 THEN LET n$="LX"
213 IF num=5 THEN LET n$="L"
214 IF num=4 THEN LET n$="XL"
215 IF num=3 THEN LET n$="XXX"
216 IF num=2 THEN LET n$="XX"
217 IF num=1 THEN LET n$="X"
218 LET b$=n$+b$
219 LET long=long-1
220 IF long=0 THEN RETURN
221 LET num=VAL a$(long)
222 IF num=9 THEN LET n$="XC"
223 IF num=8 THEN LET n$="LXXX"
224 IF num=7 THEN LET n$="LXX"
225 IF num=6 THEN LET n$="LX"
226 IF num=5 THEN LET n$="L"
227 IF num=4 THEN LET n$="XL"
228 IF num=3 THEN LET n$="XXX"
229 IF num=2 THEN LET n$="XX"
230 IF num=1 THEN LET n$="X"
231 LET b$=n$+b$

```

ATAQUE ESPACIAL

Este es otro juego de matar marcianos, que aunque muy conocido, no deja de ser adictivo e interesante. En el juego hay 20 fases, en las cuales los alienigenas van adquiriendo velocidad, hasta llegar a desaparecer. Hay que tener cuidado con la nave nodriza, que patrulla a una orbita superior, si logras derribarla, obtendrás una bonificación de 200 puntos.



NOTAS GRAFICAS

ABCDEFGHIJKLMNQPORSTU
 ABCDEFGHIJKLMNQPORSTU


```

10 REM
20 REM
30 REM
40 REM
50 REM
60 REM
62 GO SUB 550
65 LET N$=""
70 BORDER 2: INK 7: PAPER 0: C
LS
72 DIM H$(5,12): FOR Z=1 TO 5:
LET H$(Z,6 TO 12)="000000": NEXT
Z
75 PRINT #0; INVERSE 1; " @ TOB
Y MATTHEWS/ELLIS HORWOOD. "
80 FOR N=17 TO 0 STEP -1
85 REM INTRODUCTION
90 PRINT AT N,9; "SPACE ATTACK
1
100 PRINT AT N+3,0;,,
110 NEXT N
115 POKE 23658,8
120 BEEP 1,10
130 GO SUB 5000
160 DIM A$(32)
170 DIM B$(32)
180 LET S=0
185 REM CHANGE LEVEL
190 FOR U=1 TO 20
200 BORDER 2: IF U=1 OR U=8 OR
U=15 OR U=20 THEN LET P=0
210 IF U=3 OR U=10 OR U=17 THEN
LET P=2
220 IF U=4 OR U=11 OR U=18 THEN
LET P=3
230 IF U=5 OR U=12 THEN LET P=5
240 IF U=6 OR U=13 THEN LET P=6
250 IF U=7 OR U=14 OR U=19 THEN
LET P=7
260 IF U=2 OR U=9 OR U=16 THEN
LET P=1
270 IF P<=4 THEN LET I=7
280 IF P>=4 THEN LET I=0
290 IF U=20 THEN LET I=0
300 PAPER P: INK I: CLS
305 REM VARIABLES
310 LET X=16
320 LET E=2
330 LET U=20
340 LET Y=8
350 LET A$=""
355 REM MAIN LOOP
360 CLS: PRINT AT 0,0; PAPER 0
: INK 7; "SCORE "; AT 0,25; "WAVE "
365 PRINT #0; INVERSE 1; " @ TOB
Y MATTHEWS/ELLIS HORWOOD. "
370 FOR N=1 TO 25-U
380 PRINT AT 0,6; PAPER 0; INK
7,5; AT 0,30; U
390 LET X=X+(IN 65278=251 AND X
<30)-(IN 65278=253 AND X>0)
400 LET G=I: IF U=20 THEN LET G
=7
410 PRINT AT 21,X; INK G; "A"; AT
21,X-1; " "; AT 21,X+1; " "
420 PRINT AT E,U; " "; AT E,U+2;
" "; LET K=INT (RAND*2): IF K=1 T
HEN PLOT (U*8)+7,151: LET H=INT
(RAND*32): DRAW 16-H,-148: OVER 1
: PLOT (U*8)+7,151: DRAW 16-H,-1
48: OVER 0: IF K=1 AND (U*8)+(16
-H)+7>X*8 AND (U*8)+(16-H)+7<(X+
1)*8 THEN GO TO 600
440 IF U=1 THEN PRINT AT E,U; "
": LET U=20
450 PRINT AT Y,0;A$( TO 32); AT
Y+2,0;A$( TO 32); AT Y+4,0;A$( TO
32); AT Y+6,0;A$( TO 32)
460 LET A$=A$(2 TO )+A$(1)
470 BEEP .21-(U/100),-30
480 IF IN 32766=254 THEN INK G:
PLOT 8*X+4,5: DRAW 0,154: INK I
: BEEP .01,10: OVER 1: PLOT 8*X+
4,5: DRAW 0,154: OVER 0: IF A$(X

```

```

)="" THEN LET A$(X)="" : LET S=
S+40
485 IF IN 32766=254 THEN IF U=X
OR X=U+1 THEN PRINT AT E,U; "
": BEEP 1,10: LET S=S+200: LET
U=20
490 IF A$=B$ THEN GO TO 530
495 LET U=U-1
500 NEXT N
510 LET Y=Y+1: PRINT AT Y-1,0;,,
: AT Y+1,0;,, AT Y+3,0;,, AT Y+5,0;
: IF Y=14 THEN GO TO 540
520 GO TO 370
530 NEXT U
535 REM ALIENS HAVE LANDED
540 CLS: INK G: FOR N=50 TO -1
0 STEP -1: BEEP .01,N: NEXT N
550 PRINT AT 12,7; "YOUR SCORE W
AS ";S
555 IF U=20 AND A$="" THEN PRIN
T AT 10,2; INVERSE 1; "YOU MADE I
T SPACE CAPTAIN!!!": GO TO 565
560 PRINT AT 10,5; INK 7; PAPER
0; FLASH 1; "THE ALIENS HAVE LAN
DED!"
565 GO SUB 9900
570 PRINT AT 15,10; "ANOTHER GO?
": PAUSE 0: IF INKEY$="N" THEN S
TOP
580 IF INKEY$="Y" THEN GO TO 75
590 GO TO 570
595 REM DESTROY SHIP
600 CLS: INK G: FOR N=50 TO -1
0 STEP -1: BEEP .01,N: NEXT N
610 PRINT AT 12,7; "YOUR SCORE W
AS ";S
620 PRINT AT 10,1; INK 7; PAPER
0; FLASH 1; "YOUR SHIP HAS BEEN
DESTROYED!"
625 GO SUB 9900
630 PRINT AT 15,10; "ANOTHER GO?
": PAUSE 0: IF INKEY$="N" THEN S
TOP
640 IF INKEY$="Y" THEN GO TO 75
650 GO TO 630
655 REM CHARACTER SET
660 FOR N=0 TO 31: READ A: POKE
USR "A"+N,A: NEXT N
670 DATA 60,126,219,255,195,126
,60,129,0,24,24,24,36,60,90,195,
0,0,63,127,255,146,255,0,0,0,252
,254,255,73,255,0
680 RETURN
5000 REM KEYS
5010 PRINT AT 6,2; "KEYS-"
5020 PRINT AT 8,2; INVERSE 1; "Z.
..LEFT"
5030 PRINT AT 10,2; INVERSE 1; "X
..RIGHT"
5040 PRINT AT 12,2; INVERSE 1; "<
SPACE>...FIRE"
5050 PRINT AT 17,10; "READY (Y/N)
?"
5060 IF INKEY$="Y" THEN RETURN
5070 GO TO 5000
9900 FOR N=1 TO 200: NEXT N: CLS
: FOR N=1 TO 20: BEEP .01,N: NE
XT N: IF S>VAL H$(5,8 TO ) THEN
INPUT "NAME: "; LINE N$
9905 LET N$=(N$+"
" ) ( TO 5
)
9909 FOR Z=4 TO 1 STEP -1
9910 IF S>VAL H$(Z,8 TO ) THEN L
ET H$(Z+1)=H$(Z): LET H$(Z)=N$+"
--"+("00000" ( TO 5-LEN STR$ S) )+
STR$ S
9920 NEXT Z
9930 PRINT AT 6,0; PAPER 0; INK
7; "HIGH SCORES:"
9950 FOR Z=1 TO 4
9960 PRINT AT Z+8,10; INK 7; PAP
ER 0; H$(Z): NEXT Z
9970 RETURN
9999 RUN

```

ESQUI ALPINO

En este juego te conviertes en un esquiador experimentado. Deberás bajar por una gran pendiente llena de piedras y árboles. Debes bajar, como en toda competición de esquí alpino, por entre las dos banderas rojas, si te sales del recorrido, quedarás descalificado. Si chocas con árboles o piedras te disminuirá la velocidad, y eventualmente romperás los esquíes.

El juego tiene seis niveles de dificultad. Para empezar, debes escuchar la señal. En la mitad del recorrido se te mostrará el tiempo que has tardado. Al final verás el tiempo que has tardado así como la velocidad promedio que has hecho. ¡Buena suerte!!



NOTAS GRAFICAS

ABCDEFGHIJKLMNPOQRSTU
 ABCDEFGHIJKLMNPOQRSTU

```

60 PAPER 7: INK 0: BORDER 7: C
LS
50 LET N$="TOBY": DIM H$(5,10)
FOR Z=1 TO 5: LET H$(Z,6 TO )=
"--000": NEXT Z
90 GO SUB 9000
110 REM ■INTRODUCTION■
115 INK 0
120 POKE 23658,8
130 PLOT 40,168: DRAW -32,0: DR
AW 0,-16: DRAW 32,0: DRAW 0,-16:
DRAW -32,0
140 PLOT 46,168: DRAW 0,-16: DR
AW 32,16: PLOT 48,136: DRAW 0,16
DRAW 32,-16
150 PLOT 88,168: DRAW 16,0: DR
AW 0,-32: DRAW 16,0
160 PLOT 120,168: DRAW -16,0: D
RAW 0,-32: DRAW -16,0
170 PLOT 128,168: DRAW 16,0: DR
AW 0,-32: DRAW 16,0
180 PLOT 160,168: DRAW -16,0: D
RAW 0,-32: DRAW -16,0
190 PLOT 168,136: DRAW 0,32: DR
AW 32,-32: DRAW 0,32
200 PLOT 240,168: DRAW -32,0: D
RAW 0,-32: DRAW 32,0: DRAW 0,16:
DRAW -16,0
210 PLOT 0,128: DRAW 255,0
220 BEEP 1,10
230 PRINT AT 7,0;"KEYS: -"
240 PRINT AT 8,6;"P--MORE SPEED
250 PRINT AT 9,6;"L--LESS SPEED
260 PRINT AT 10,6;"Z--TURN LEFT
270 PRINT AT 11,6;"X--TURN RIGH
T"
280 PRINT AT 13,0: INVERSE 1;"P
LEASE INPUT LEVEL OF DIFFICULTY"
290 INPUT "'1' (EASY) TO '6' (HAR
D)";D
295 LET D=7-D
300 IF D<1 OR D>6 THEN GO TO 29
0
310 LET D=D+3
320 BEEP .1,10
330 PRINT AT 15,0: INVERSE 1;"P
LEASE INPUT LENGTH OF SKI RUN"
340 INPUT "0.5km TO 5km";L
350 IF L<.5 OR L>5 THEN GO TO 3
40
360 BEEP .1,10
370 LET L=INT (L*100)+25
380 INK 7
390 LET P=14
400 LET X=16
410 LET S=40
420 LET TH=0
500 REM ■MAIN LOOP■
510 CLS: FOR N=0 TO 20: PRINT

```

```

AT N,P; INK 2; "M"; AT N,P+D; "M";
NEXT N
5320 PRINT AT 0,X; INK 0; "*"
5330 FOR N=1 TO 5: BEEP .05,20:
FOR F=1 TO 75: NEXT F: NEXT N
540 POKE 23674,0: POKE 23673,0:
POKE 23672,0
560 FOR O=1 TO L
560 LET E=INT (RND*2)
570 LET P=P-(E=1 AND P>1)+(E=0
AND P<10)
580 POKE 23692,-1
590 PRINT AT 21,P; INK 2; "M"; AT
21,P+D; "M"; PRINT
600 PRINT AT 0,X; INK 0; "*"
600 FOR N=1 TO INT (RND*4): PRI
NT AT 21,INT (RND*32); INK 4; "*"
: NEXT N
610 FOR N=1 TO INT (RND*3): PRI
NT AT 21,INT (RND*32); INK 0; "*"
: NEXT N
620 IF O=L-20 THEN PRINT AT 21,
P; PAPER 2; "F I N I S H"; PRINT
: LET T=(65536*PEEK 23674+256*PE
EK 23673+PEEK 23672)/50
700 IF INKEY$="P" THEN GO SUB 1
800
710 IF INKEY$="L" THEN GO SUB 1
500
720 IF INKEY$="Z" THEN GO SUB 2
000
730 IF INKEY$="X" THEN GO SUB 2
500
740 IF ATTR (1,X)=58 THEN GO SU
B 7000
750 IF ATTR (1,X)=60 THEN BEEP
.1,-30: FOR C=1 TO 375: NEXT C:
LET TH=TH+1
760 IF ATTR (1,X)=56 THEN BEEP
.1,-30: FOR I=1 TO 400: NEXT I:
LET TH=TH+1
770 IF TH=3 THEN GO TO 8000
790 IF O=INT ((L/2)-10) THEN PR
INT #0; "SPLIT TIME ="; (65536*PE
EK 23674+256*PEEK 23673+PEEK 236
72)/50; " SECONDS": BEEP 1,10
810 FOR N=1 TO 5: NEXT N: NEXT
O
900 CLS
930 FOR N=1 TO 20: BEEP .1,N: N
EXT N
940 PRINT AT 6,0; INK 0; FLASH
1; "CONGRATULATIONS YOU MADE IT!!
!!!"
950 PRINT AT 8,0; INK 0; INVERS
E 1; "YOUR TIME WAS ";T; " SECONDS"
960 PRINT AT 10,0; INK 0; INVER
SE 1; "THAT IS AN AVERAGE OF ";IN
T ((L-24)*10)/T*3.6; " km/h"
970 FOR N=1 TO 20: BEEP .01,N:
NEXT N
980 FOR N=1 TO 150: NEXT N
990 GO SUB 4000
1000 REM #SPEED UP#
1005 IF S=0 THEN RETURN
1010 LET S=S-5
1020 RETURN
1030 REM #SLOW DOWN#
1510 LET S=S+5
1520 RETURN
2000 REM #LEFT#
2010 IF ATTR (0,X-1)=58 THEN GO
SUB 7000
2020 IF ATTR (0,X-1)=60 THEN BEE
P .1,-30: FOR N=1 TO 50: NEXT N:
LET TH=TH+1

```

```

2030 IF ATTR (0,X-1)=56 THEN BEE
P .1,-30: FOR N=1 TO 75: NEXT N:
LET TH=TH+1
2040 PRINT AT 0,X; " "
2050 LET X=X-1
2070 PRINT AT 0,X; INK 0; "*"
2080 RETURN
2500 REM #RIGHT#
2510 IF ATTR (0,X+1)=58 THEN GO
SUB 7000
2520 IF ATTR (0,X+1)=60 THEN BEE
P .1,-30: FOR N=1 TO 50: NEXT N:
LET TH=TH+1
2530 IF ATTR (0,X+1)=56 THEN BEE
P .1,-30: FOR N=1 TO 75: NEXT N:
LET TH=TH+1
2540 PRINT AT 0,X; " "
2550 LET X=X+1
2560 PRINT AT 0,X; INK 0; "*"
2570 RETURN
4000 REM #TOP SPEEDS#
4002 FOR N=1 TO 20: BEEP .01,N:
NEXT N: CLS
4005 LET SC=INT (((L-24)*10)/T)
*3.6)
4030 IF SC>VAL H$(5,8 TO ) THEN
INPUT "PLEASE ENTER YOUR NAME:";
LINE N$
4040 LET N$=(N$+" ")( TO 5
)
4050 FOR Z=4 TO 1 STEP -1
4060 IF SC>VAL H$(Z,8 TO ) THEN
LET H$(Z+1)=H$(Z): LET H$(Z)=N$+
"---" + ("000"( TO 3-LEN STR$ SC)) +
STR$ SC
4070 NEXT Z
4075 PRINT AT 4,0; PAPER 1; "TOP
SPEEDS TODAY:"
4080 FOR Z=1 TO 4
4090 PRINT AT 5+Z,11; PAPER Z-1;
H$(Z); "KM/H": NEXT Z
4100 PRINT AT 14,10; PAPER 0; "AN
OTHER GO ?"
4110 IF INKEY$="Y" THEN CLS : GO
TO 110
4120 IF INKEY$="N" THEN STOP
4130 GO TO 4110
7000 REM #DISQUALIFY#
7010 FOR N=0 TO -20 STEP -1: BEE
P .1,N: NEXT N
7020 CLS
7030 PRINT AT 6,0; PAPER 0; "YOU
ARE DISQUALIFIED FOR HITTING"
7040 PRINT AT 7,12; PAPER 0; "A P
OST!"
7045 FOR N=1 TO 200: NEXT N
7050 CLS : LET SC=-1: GO TO 4010
8000 REM #BROKEN SKIS#
8010 FOR N=0 TO -20 STEP -1: BEE
P .1,N: NEXT N
8020 CLS
8030 PRINT AT 6,0; PAPER 0; "YOUR
SKIS HAVE BROKEN HARD LUCK!"
8040 GO TO 7045
9000 REM #CHARACTER SET#
9010 FOR N=0 TO 31: READ A: POKE
USR "A"+N,A: NEXT N
9020 DATA 36,36,60,126,126,231,1
55,36,255,255,255,129,129,129,12
9,0,7,0,56,99,15,224,240,96,24,6
0,60,126,126,255,24,24
9030 RETURN
9999 RUN

```

MUERTOS VIVIENTES

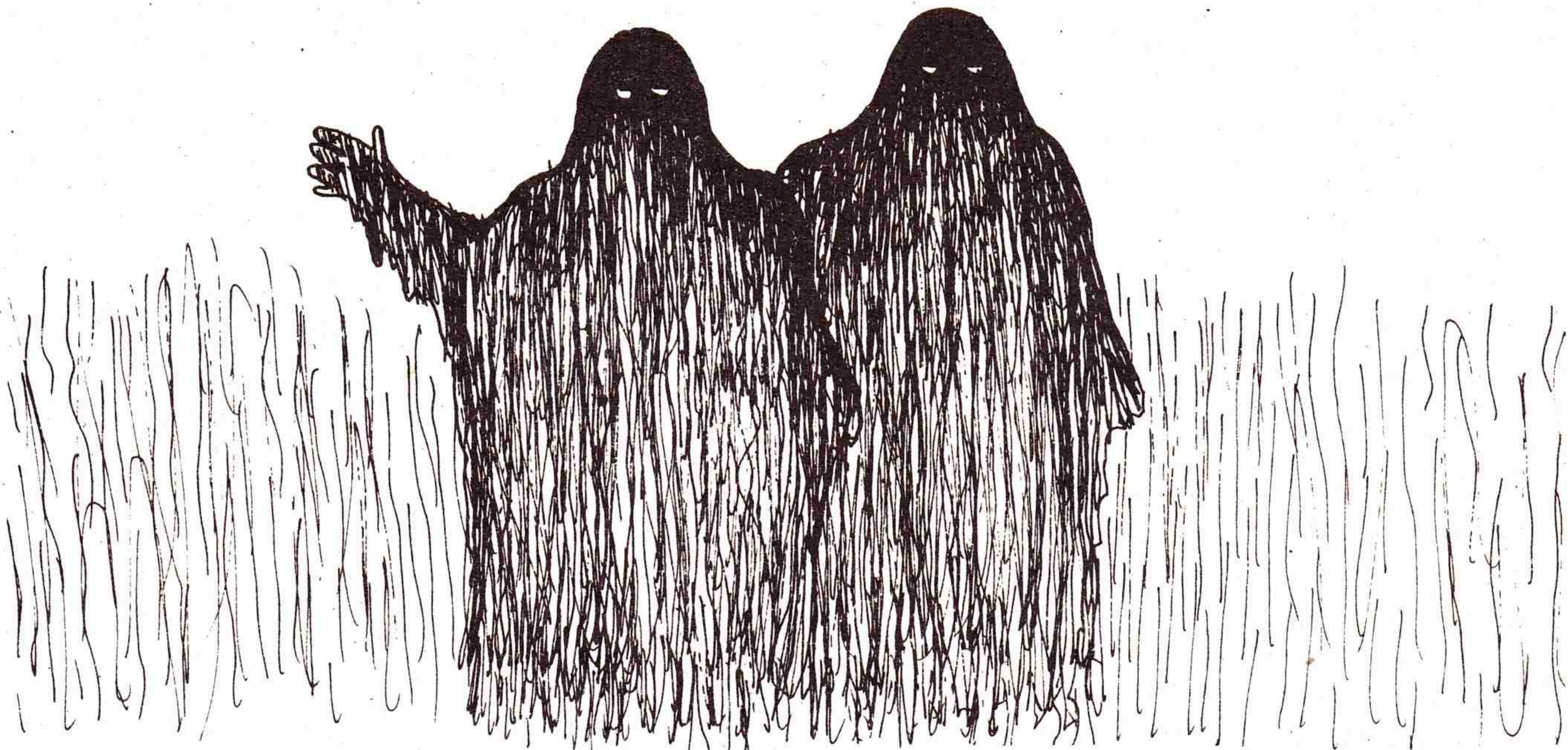
El objetivo del juego es encontrar el tesoro, que puede aparecer en cualquier lugar de la pantalla. Dispones de 5 vidas, que puedes perder si caes en algún hoyo, o si te dejas atrapar por los zombies. Asimismo, debes completar

tu misión en un tiempo determinado (el tiempo de que dispones se encuentra en la parte superior de la pantalla). Cada vez que logres llegar al tesoro (marcado con una cruz), el tiempo se pondrá en 0 y tendrás más oportunidades.

Este juego tiene la posibilidad de redefinición de teclas. Para hacer esto, pulsa la tecla «E», y teclea la letra, figura o símbolo con el que deseas jugar.

NOTAS GRAFICAS

ABCDEFGHIJKLMNORSTU
 Y*ABCDEFGHIJKLMNORSTU



```

10 FOR a=1 TO 3: READ b$
20 FOR b=0 TO 7
30 READ c: POKE USR a$+b,c
40 NEXT c
50 NEXT b
60 DATA "a",0,146,146,84,56,16
,56,0
70 DATA "c",56,84,40,124,186,1
86,40,108
80 DATA "b",0,60,80,255,165,60
,231,0
140 BORDER 0: PAPER 0: INK 7: C
L$
150 POKE 23658,0
180 LET K$="8765"
190 GO SUB 9000
200 REM ■ VARIABLES ■
210 DIM a$(19,32)
220 FOR z=1 TO 60
230 LET a$(INT (RAND*19)+1,INT (
RAND*32+1))="Y"
240 NEXT z
250 LET c=0
260 DIM c(10): DIM d(10)
270 FOR z=1 TO 10
280 LET c(z)=INT (RAND*19+1)
290 LET d(z)=INT (RAND*32)
300 IF a$(c(z),d(z)+1)="Y" THEN
GO TO 280
310 NEXT z
320 LET a=INT (RAND*19+1)
330 LET b=INT (RAND*19+1)
340 LET i=5 (RAND*32)
350 LET j=INT (RAND*19+1)
360 LET A$(I,J+1)="X"
370 LET TIME=0
380 CLS
410 PRINT AT 21,0;"SCORE:";s c
415 GO SUB 8000
420 FOR z=1 TO 10
430 PRINT INK (RAND*4+2);AT c(z)
,d(z);"X"
440 NEXT z
445 INPUT AT 0,0;"ENTER SKILL L
EVEL 1 - EASY 1
0 - HARD";SK
450 GO SUB 7000
900 LET f=INT (RAND*9+1)
1000 FOR g=1 TO INT (RAND*5+6)
1010 LET a1=a: LET b1=b
1020 LET z$=INKEY$
1030 LET a=a+(z$=K$(2) AND a<19)
-(z$=K$(3) AND a>1)
1040 LET b=b+(z$=K$(1) AND b<31)
-(z$=K$(4) AND b>0)
1050 IF a1=a AND b1=b THEN GO TO
1060
1060 PRINT AT a1,b1;a$(a1,b1+1)
PRINT INK 8;AT a,b;"$"
```

```

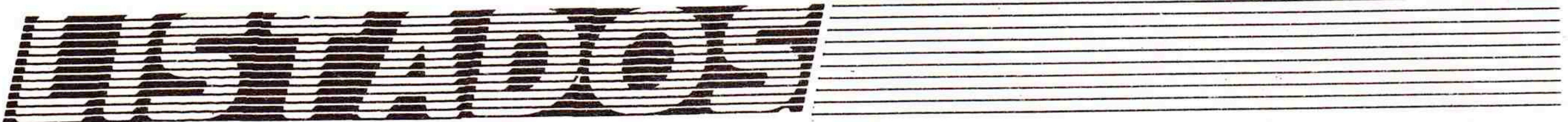
1080 IF a$(a,b+1)="Y" THEN PRINT
AT a,b; INK 4;"Y"; PRINT FLASH
1; AT 21,16;"SPLASH"; GO TO 3005
1100 REM LET e=INT (RAND*10+1)
1101 FOR e=f TO f+1
1105 LET c1=c(e); LET d1=d(e)
1110 IF a<c(e) THEN LET c(e)=c(e)
)-1
1120 IF a>c(e) THEN LET c(e)=c(e)
)+1
1130 IF b>d(e) THEN LET d(e)=d(e)
)+1
1140 IF b<d(e) THEN LET d(e)=d(e)
)-1
1150 PRINT AT c1,d1;a$(c1,d1+1)
1160 PRINT INK (RAND*4+2); AT c(e)
,d(e);"X"
1180 IF a$(c(e),d(e)+1)="Y" OR A
$(C(E),D(E)+1)="X" THEN GO SUB 2
000
1190 NEXT e
1200 IF ATTR (A,B)<>7 THEN GO TO
3000
1300 IF a=i AND b=j THEN GO TO 5
000
1500 PRINT AT I,J; INK 7;"X"
1510 LET TIME=TIME+SK
1520 PLOT 0,175; DRAW TIME,0
1530 IF TIME>245 THEN GO TO 6000
1900 NEXT g
1990 GO TO 950
2000 LET sc=sc+1
2010 BEEP .1,30
2020 PRINT INK 4; AT c(e),d(e);"Y"
2030 LET c(e)=INT (RAND*19+1)
2040 LET d(e)=INT (RAND*32)
2050 IF a$(c(e),d(e)+1)="Y" THEN
GO TO 2030
2060 PRINT INK 7; AT 21,6;sc
2090 RETURN
3000 REM CAUGHT
3001 PRINT FLASH 1; AT 21,16;"CAU
GHT";
3005 PRINT " ";
3010 LET li=li-1
3020 BEEP .02,10; BEEP .02,20
3030 IF INKEY$<>" " THEN GO TO 30
20
3040 PRINT INK 7; AT 21,16;"LIVES
"; li
3050 LET a=INT (RAND*19+1)
3060 LET b=INT (RAND*32)
3070 IF a$(a,b+1)="Y" THEN GO TO
3080
3080 IF li=0 THEN GO TO 4000
3085 GO SUB 7000
3090 GO TO 1000
3500 INK 2
3590 GO TO 1000
4000 PRINT FLASH 1; AT 10,12;"GAM
E";
4010 PRINT " ";
4020 PRINT INVERSE 1; FLASH 1;"O
VER";
4030 PRINT AT 21,16;"PRESS 1 TO
RERUN";
4040 IF INKEY$<>"1" THEN GO TO 4
040
4050 RUN
5000 REM SUCCESS
5010 LET BO=255; FOR Z=TIME TO 0
STEP -1
5020 LET BO=BO-1; PRINT AT 21,16
;"BONUS:";BO;
5030 BEEP .01,Z/4.25; PLOT OVER
1;Z,175; NEXT Z
5031 LET TIME=0; LET SC=SC+BO; P
RINT AT 21,6;SC
5035 LET A$(I,J+1)=" "

```

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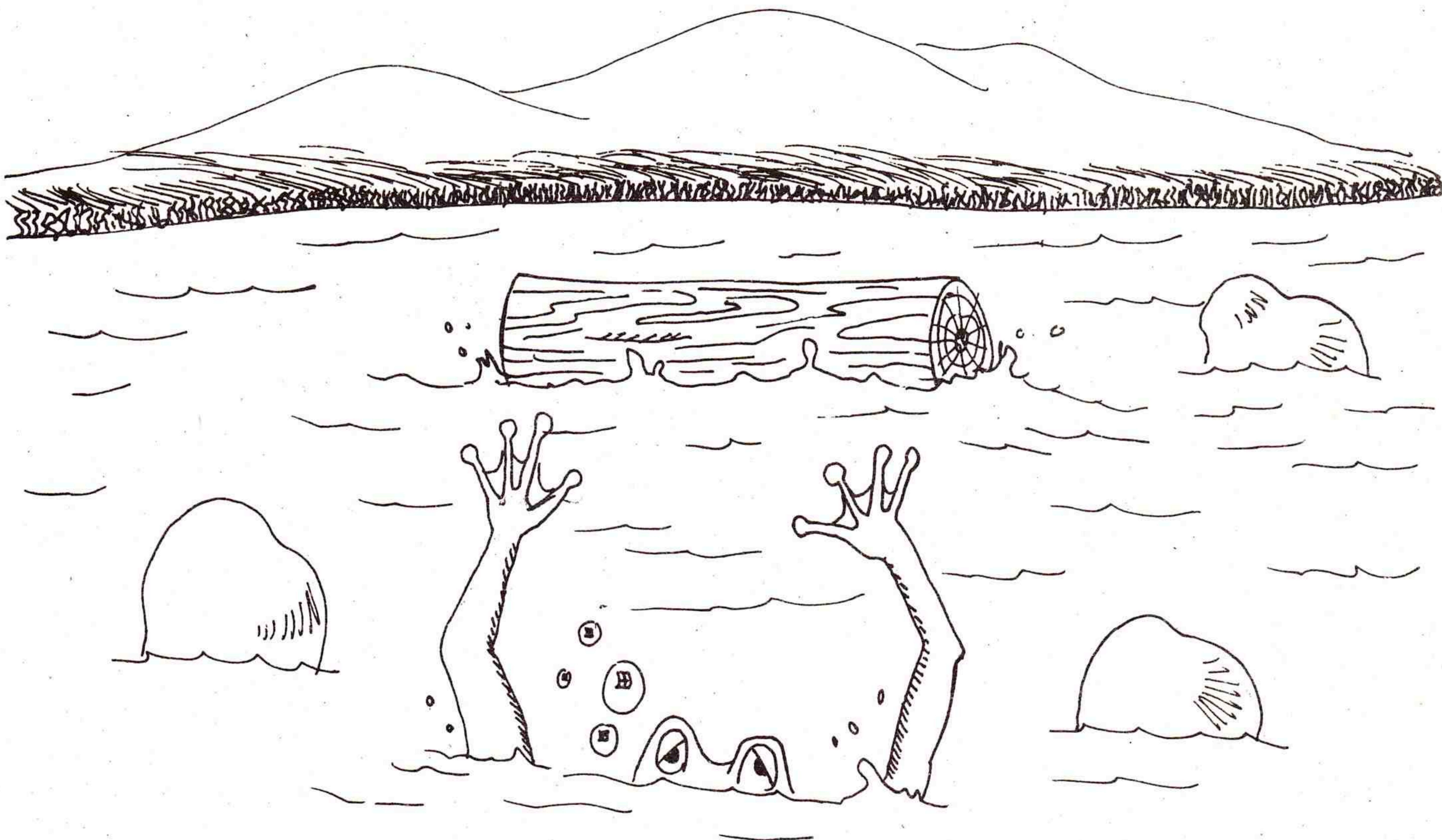
5040 LET I=INT (RAND*19+1); LET J
=INT (RAND*32)
5045 IF A$(I,J+1)="Y" THEN GO TO
5040
5050 FOR Z=1 TO 10; PRINT AT I,J
;" "; FOR X=1 TO 10; NEXT X; PRI
NT AT I,J;"X"; FOR X=1 TO 10; NE
XT X; NEXT Z
5060 IF INKEY$="" THEN GO TO 506
0
5065 PRINT AT 21,16;"LIVES:";LI;
" "
5070 GO TO 1310
5080 REM DEAD
6005 BEEP .8,-10; FOR X=1 TO 30;
NEXT X
6010 FOR Z=LI TO 0 STEP -1; BEEP
.2,Z*10; PRINT AT 21,16;"LIVES:
";Z; FOR X=1 TO 10; NEXT X; NEXT
Z; GO TO 4000
7000 FOR Z=0 TO 7 STEP .2
7010 BEEP .05,Z*10-10
7020 PRINT AT A,B; INK Z;"X"
7030 NEXT Z
7040 IF INKEY$="" THEN GO TO 704
0
7050 RETURN
8000 FOR Z=1 TO 19
8001 PLOT 0,169; DRAW 255,0
8002 PLOT 0,14; DRAW 255,0
8005 FOR X=0 TO 31
8010 IF a$(Z,X+1)="Y" THEN PRINT
AT Z,X; INK 4;"Y"
8015 NEXT X
8020 NEXT Z
8050 PRINT AT i,j; INK 7;"X"
8090 RETURN
9000 REM INTRODUCTION
9010 CLS
9020 PRINT " L I V I N G D
E A D";
-----
" , , , , , , , , , , , , , , , , " KEYS "
-----
9030 PRINT AT 6,13;K$(1); INK 3;
" - RIGHT"
9040 PRINT AT 8,13;K$(2); INK 4;
" - UP"
9050 PRINT AT 10,13;K$(3); INK 5
" - DOWN"
9060 PRINT AT 12,13;K$(4); INK 6
" - LEFT"
9070 PRINT AT 14,0;"-----"
9080 PRINT ",," PRESS "; INK 5
" "E";
9090 PRINT " TO EDIT "; INK 4;"P
";
9100 PRINT " TO PLAY"
9110 PRINT ",,";
-----
9120 PRINT AT 21,0;" L I V I
N G
D E A D"
9130 IF INKEY$="E" THEN GO TO 92
00
9140 IF INKEY$="P" THEN BEEP .1,
0; RETURN
9190 GO TO 9130
9200 REM EDIT
9201 IF INKEY$<>" " THEN GO TO 92
01
9205 FLASH 1
9210 FOR Z=1 TO 4
9220 PRINT AT 4+Z*2,13;K$(Z)
9230 LET Z$=INKEY$
9240 IF Z$="" THEN GO TO 9230
9250 PRINT FLASH 0; AT 4+Z*2,13;Z
$
9260 LET K$(Z)=Z$; BEEP .01,45;
IF INKEY$<>" " THEN GO TO 9260
9265 NEXT Z
9270 FLASH 0
9275 LET WWW=0; FOR Z=1 TO 4; FO
R X=1 TO 4; IF Z<>X THEN LET WWW
=WWW+(K$(Z)=K$(X))
9280 NEXT X; NEXT Z; IF WWW<>0 T
HEN GO TO 9200
9290 GO TO 9130
9999 RUN

```



LA RANA

El juego consiste en conducir a la rana hasta los maderos que flotan en el medio del río. Debes atravesar el río cuantas veces puedas, y tu puntuación está en relación con el número de movimientos que hagas para cruzar el río. Cada vez que veas el símbolo «▲» teclea un espacio en blanco.



```

10 COLOR 4, 7, 1 : SCREEN 1, 2 : KEY OFF
15 FOR I = 60350! TO 60401! : READ Q : VPOKE I, Q : NEXT
20 FOR I = 1072 TO 1079 : READ Q : VPOKE I, Q : NEXT :
  FOR I = 1104 TO 1135 : READ Q : VPOKE I, Q : NEXT :
  FOR I = 1152 TO 1175 : READ Q : VPOKE I, Q : NEXT :
  FOR I = 1216 TO 1223 : READ Q : VPOKE I, Q : NEXT :
  FOR I = 1 TO 11 : PRINT : NEXT : PRINT "*****Hitaa
25 "Yey"
35 PLAY "124m160s8n67n67": PRINT CHR$( 11 ) TAB( 8 )
  "STREAM-HOPFER": FOR I = 1 TO 300 : NEXT
  VPOKE 6208 + INT( RND( 1 ) * 600 ) , 134 : IF INKEY$
40 = "" THEN FOR I = 6148 TO 6170 : VPOKE I, 32 : NEXT :
  FOR I = 1 TO 300 : NEXT : GOTO 35
50 DEFUSR = 60350! : SA = 6240 : FA = 6783 : POKE 60346! ,
  SA MOD 256 : POKE 60347! , SA * 256 : POKE 60348! ,
  FA MOD 256 : POKE 60349! , FA * 256
100 CLS : FOR I = 6155 TO 6207 : VPOKE I, 141 : NEXT :
  VPOKE 6144, 141 : VPOKE 6145, 141
105 FOR I = 6208 TO 6239 : VPOKE I, 139 : NEXT
  I = 6784 TO 6815 : VPOKE I, 141 : NEXT
110 FOR I = 6816 TO 6911 : VPOKE I, 141 : NEXT
115 FOR I = 6496 TO 6525 : J = INT( RND( 1 ) * 3 + 144 )
  : VPOKE I, J : NEXT
120 GOSUB 1000
125 FOR I = 6240 TO 6464 STEP 32 : FOR J = 0 TO 31 :
  IF RND( 1 ) < .65 THEN VPOKE I + J, 138
130 NEXT I : NEXT
135 FOR I = 6528 TO 6752 STEP 32 : FOR J = 0 TO 31 :
  IF RND( 1 ) < .6 THEN VPOKE I + J, 138
140 NEXT I : NEXT
145 CU = 139 : PP = 6799 : VPOKE PP, 134 : PC = 15
150 ON INTERVAL = 20 GOSUB 800 : INTERVAL ON
  FOR I = 1 TO 5 : VPOKE 6176 + INT( RND( 1 ) * 31 ) ,
  152 : NEXT I : FOR I = 1 TO 12 : VPOKE 6016 + INT(
  RND( 1 ) * 95 ) , 152 : NEXT
160 VPOKE 8208, 19 : VPOKE 8209, 55 : VPOKE 8210, 231 :
  VPOKE 8211, 179
200 X$ = INKEY$ : IF X$ <> "" THEN GOSUB 300
210 IF RND( 1 ) < .1 THEN GOSUB 400
290 GOTO 200
300 PR = INT( ( PP - 6144 ) / 32 ) : PC = PP - 32 *
  PR - 6144
305 K = ASC( X$ ) - 27 : IF K > 0 AND K < 5 THEN PLAY
  "124m160s8n67": ON K GOTO 310, 315, 320, 325 ELSE
  RETURN
310 IF PC = 31 THEN RETURN ELSE INTERVAL OFF : VPOKE
  PP, CU : PP = PP + 1 : GOTO 340
315 IF PC = 0 THEN RETURN ELSE INTERVAL OFF : VPOKE
  PP, CU : PP = PP - 1 : GOTO 340
320 IF PR <= 2 THEN RETURN ELSE INTERVAL OFF : VPOKE
  PP, CU : PP = PP - 32 : GOTO 340

```



```

325 IF PR >= 20 THEN RETURN ELSE INTERVAL OFF : VPOKE
PP, CU : PP = PP + 32
340 NM = NM + 1 : CU = VPEEK( PP ) : VPOKE PP, 134 :
INTERVAL ON : IF CU = 32 THEN 900 ELSE 500
400 IF RND( 1 ) < .5 THEN I = 6240 ELSE I = 6528
405 VPOKE I + 32 * ( INT( RND( 1 ) * 8 ) ) , 138 : VPOKE
I + 32 * ( INT( RND( 1 ) * 8 ) ) , 32
450 RETURN
500 IF D = 2 THEN 520
505 IF PR = 2 THEN SC = SC + 200 - NM : D = 2 : FI =
0 : GOSUB 1000 : NM = 0 : RETURN
510 IF PR = 11 AND FI = 0 THEN FI = 1 : SC = SC + 50 :
GOSUB 1000
515 RETURN
520 IF PR = 20 THEN D = 0 : SC = SC + 200 - NM : FI
= 0 : GOSUB 1000 : NM = 0 : RETURN
525 GOTO 510
800 D = USR( D ) : IF PP <= 6783 AND PP >= 6240 THEN
PP = PP - 1 ELSE RETURN
810 IF PP / 32 = INT( PP / 32 ) THEN 900 ELSE RETURN
1000 PLAY "12s10a700n44" : PRINT "Score:" : SC : CHR$( 11 ) :
1010 RETURN
900 CLS : FOR I = 1 TO 50 : PLAY "164s14m50n50" : VPOKE
6176 + INT( RND( 1 ) * 700 ) , 134 : NEXT
910 PRINT CHR$( 11 ) : "Score:" : SC
990 END
10000 DATA 6, 31, 42, 186, 235, 43, 35, 205, 27, 235,
120, 254, 31, 202, 215, 235, 4, 43, 205, 44, 235,
35, 195, 227, 235, 6, 0, 17, 31, 0, 25, 205, 44,
235, 183, 237, 82, 237, 91, 180, 235, 123, 189,
194, 196, 235, 122, 180, 194, 196, 235, 201
10100 DATA 0, 36, 90, 255, 255, 189, 66, 60
10102 DATA 0, 124, 254, 255, 255, 255, 126, 124
10104 DATA 0, 131, 207, 255, 255, 255, 255, 255
10106 DATA 255, 255, 255, 255, 255, 247, 97, 0
10108 DATA 255, 255, 255, 255, 255, 255, 255, 255
10110 DATA 32, 255, 255, 255, 255, 255, 255, 11
10112 DATA 0, 255, 255, 255, 255, 255, 255, 11
10114 DATA 97, 251, 255, 255, 255, 255, 255, 1
10116 DATA 56, 56, 254, 254, 214, 16, 16, 16

```

GLOBOS

Prueba tu puntería intentando lanzar flechas a través de una masa de globos sin que se explote ninguno. Un buen tiro vale 10 puntos, pero sólo dispones de 15 intentos.



```

5 COLOR 15, 7, 7 : SCREEN 1, 2 : KEY OFF
10 REM
11 REM
12 REM
15 FOR I = 1072 TO 1079 : READ Q : VPOKE I, Q : VPOKE
I + 48, Q : VPOKE 80 + I, Q : NEXT : FOR I = 1080
TO 1119 : READ Q : VPOKE I, Q : NEXT : FOR I = 1120
TO 1135 : READ Q : VPOKE I, Q : NEXT : FOR I = 1200
TO 1311 : READ Q : VPOKE I, Q : NEXT : FOR I = 1216
TO 1231 : READ Q : VPOKE I, Q : NEXT
17 VPOKE 8209, 135 : VPOKE 8209, 231 : VPOKE 8210,
167 : VPOKE 8211, 23 : VPOKE 8212, 231
20 FOR I = 1 TO 32 : READ Q : A$ = A$ + CHR$( Q ) :
NEXT : SPRITE$( 0 ) = A$ : A$ = ""
25 FOR I = 1 TO 32 : READ Q : A$ = A$ + CHR$( Q ) :
NEXT : SPRITE$( 1 ) = A$ : A$ = ""
30 FOR I = 1 TO 32 : READ Q : A$ = A$ + CHR$( Q ) :
NEXT : SPRITE$( 2 ) = A$
35 DEFUSR0 = 60000 : POKE 59996, 10 : POKE 59999, 8
40 DEFUSR2 = 60350 : FOR I = 60350 TO 60377 : READ
Q : POKE I, Q : NEXT : POKE 60346, 33 : POKE 60347,
24 : POKE 60348, 255 : POKE 60349, 24
55 FOR I = 6441 TO 6454 : VPOKE I, 134 : NEXT : FOR
I = 6549 TO 6582 : VPOKE I, 134 : NEXT : VPOKE 6473,
134 : VPOKE 6486, 134 : VPOKE 6537, 134 : VPOKE
6550, 134 : FOR I = 1 TO 11 : PRINT : NEXT : PRINT
TAB( 7 ) CHR$( 134 ) "▲▲BALLOONS▲▲" CHR$( 134 )
60 IF INKEY$ = "" THEN D = RND( 1 ) : GOTO 60

```

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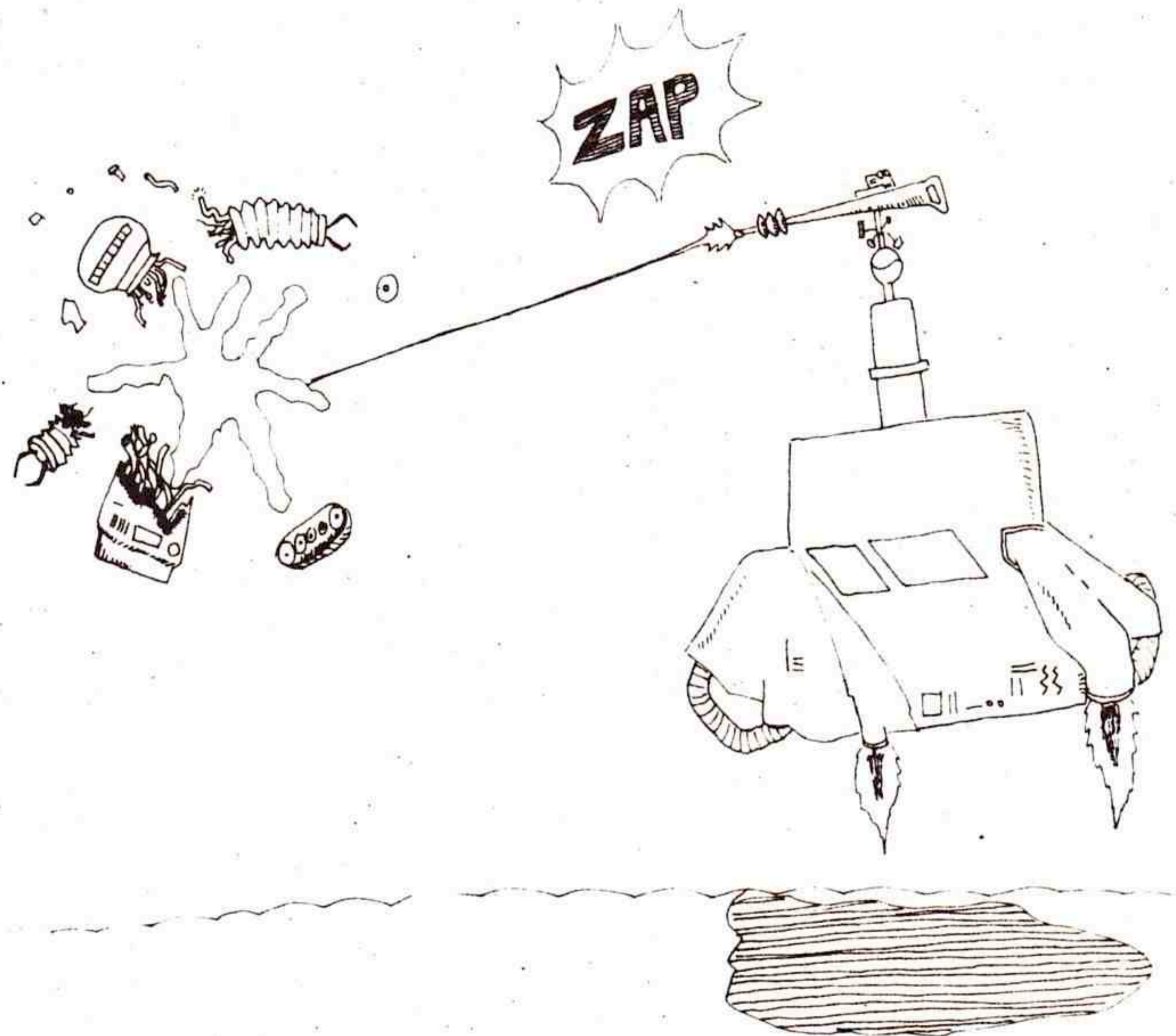
180 CLS
125 FOR I = 6816 TO 6820 : VPOKE I, 23 : NEXT : FOR
I = 6842 TO 6847 : VPOKE I, 23 : NEXT : FOR I =
6542 TO 6790 STEP 31 : VPOKE I, 162 : NEXT
110 FOR I = 6544 TO 6808 STEP 33 : VPOKE I, 163 : NEXT :
VPOKE 6821, 160 : VPOKE 6841, 161
115 FOR I = 6496 TO 6527 : VPOKE I, INT( RND( I ) *
4 + 136 ) : NEXT
120 VPOKE 6592, 141 : VPOKE 6590, 141 : VPOKE 6600,
141 : VPOKE 6615, 141 : VPOKE 6563, 141 : VPOKE
6587, 141
125 NS = 15 : S = NS
20 PUT SPRITE 0, ( 117, 140 ) : PUT SPRITE 2, ( 118,
139 )
135 GOSUB 1000
140 INTERVAL ON : ON INTERVAL = 15 GOSUB 550
150 STRIG 0 : ON : ON STRIG GOSUB 800
160 FOR I = 6240 TO 6303 : IF RND( I ) < .1 THEN VPOKE
I, 134
165 NEXT
200 D =USR( D ) : IF F = 0 THEN VPOKE 6921, VPEEK( 6913 )
205 K = VPEEK( 6913 ) : IF K <= 69 THEN POKE 59996!,
8 ELSE IF K >= 165 THEN POKE 59996!, 2 ELSE POKE
59996!, 10
210 IF RND( I ) < .03 + SC / 2000 THEN GOSUB 500
220 IF F = 1 THEN GOSUB 300
290 GOTO 200
300 K = VPEEK( 6920 ) : VPOKE 6920, K - 3 : IF K > 55
THEN RETURN
310 IF K < 7 THEN PLAY "s1m200019n55n53" : VPOKE 6570
+ NS - S, 152 : SC = SC + 10 : S = S - 1 : GOSUB
1000 : F = 0 : VPOKE 6920, 139 : VPOKE 6914, 0 :
RETURN
320 AR = INT( K / 8 ) : J = 6144 + AR * 32 + AC : KI
= VPEEK( J ) : IF KI <> 134 AND KI <> 140 AND KI
<> 144 THEN RETURN
330 INTERVAL OFF : VPOKE J, 153 : F = 0 : PLAY "110s10m90n2
0" : VPOKE 6920, 139 : VPOKE 6921, VPEEK( 6913 )
+ 1 : VPOKE 6914, 0 : S = S - 1 : GOSUB 1000 : VPOKE
J, 32 : INTERVAL ON : RETURN
500 IF RND( I ) < .5 THEN KI = 134 ELSE IF RND( I )
< .5 THEN KI = 144 ELSE KI = 140
505 VPOKE 6207 + INT( RND( I ) * 6 ) * 32, KI
520 RETURN
550 D =USR( D ) : RETURN
800 IF F = 1 THEN RETURN
802 IF S = 0 THEN 900
805 F = 1 : VPOKE 6914, 4 : VPOKE 6920, 130
810 AC = INT( VPEEK( 6921 ) / 8 ) + 1
820 RETURN
900 ON INTERVAL = 7 GOSUB 550 : INTERVAL ON : POKE 60340!,
223 : POKE 60349!, 26
905 PUT SPRITE 0, ( 100, 200 ) : PUT SPRITE 2, ( 100,
200 ) : CLS : FOR I = 1 TO 30 : VPOKE 6177 + INT(
RND( I ) * 700 ), 134 : PLAY "164s0m500n50" : NEXT
910 PRINT "AAAAYourScore is:"; SC
920 IF INKEY$ = "" THEN 930 ELSE 920
930 IF INKEY$ = "" THEN 930 ELSE 920
990 SCREEN 1 : END
1000 FOR I = 1 TO 23 : PRINT : NEXT : PRINT "SCORE:";
SC : TAB( 13 ) : "NO. ARROWS:"; S : CHR$( 11 ) :
RETURN
1010 DATA 120, 252, 252, 252, 120, 48, 26, 5
10020 DATA 0, 0, 0, 49, 123, 255, 255, 255
10004 DATA 0, 0, 131, 207, 255, 255, 255, 255
10006 DATA 48, 121, 251, 255, 255, 255, 255, 255
10008 DATA 0, 0, 0, 0, 129, 201, 255, 255
10010 DATA 01, 213, 85, 54, 28, 8, 8, 8
10012 DATA 1, 2, 4, 248, 0, 0, 0, 0
10014 DATA 128, 64, 32, 31, 0, 0, 0, 0
10016 DATA 1, 2, 4, 8, 16, 32, 64, 128
10018 DATA 128, 64, 32, 16, 8, 4, 2, 1
10020 DATA 16, 16, 16, 16, 16, 16, 56, 16
10022 DATA 146, 4, 32, 9, 128, 16, 69, 8
10100 DATA 1, 6, 24, 48, 96, 54, 192, 128, 64, 32,
16, 8, 4, 2, 1, 128, 96, 24, 12, 6, 2, 3, 1, 1,
2, 4, 8, 16, 32, 64, 128
10110 DATA 1, 6, 24, 48, 96, 192, 192, 255, 0, 0, 0, 0,
0, 0, 0, 0, 128, 96, 24, 12, 6, 3, 3, 255, 0, 0,
0, 0, 0, 0, 0
10120 DATA 1, 3, 5, 1, 1, 1, 1, 1, 1, 1, 1, 3, 5, 3,
5, 0, 128, 64, 0, 0, 0, 0, 0, 0, 0, 0, 128, 64,
128, 64
10200 DATA 42, 186, 235, 43, 35, 205, 27, 235, 43, 205,
44, 235, 35, 237, 91, 188, 235, 123, 189, 194, 194,
235, 122, 188, 194, 194, 235, 201

```

ROBOT

Tienes que impedir que los peligrosos robots suicidas ataquen a tu nave. Para ello cuentas con una torreta equipada con láser. Algunos robots aparecen y desaparecen, apúntales bien, ya que estos son los que más puntos valen.

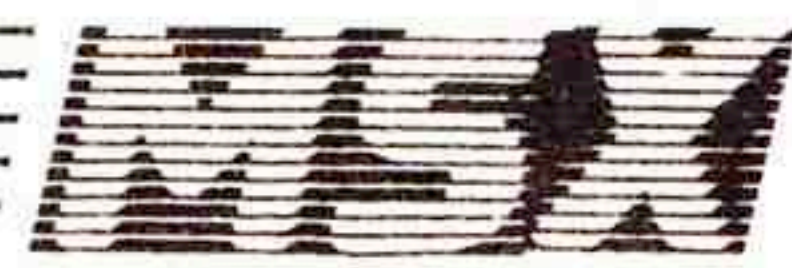
Pulsando la tecla «I» se logra el giro de la torreta y con la tecla «SPACE» se dispara.



```

1 TIME = 0
10 REM
11 REM
12 REM
15 COLOR 15, 4, 7 : SCREEN 1, 2 : CLS : KEY OFF : PRINT
"AAAADABADATAAARAAIADEARAS" : PRINT : PRINT : PRINT :
PRINT
20 FOR I = 1 TO 8 : READ Q : A$ = A$ + CHR$( Q ) :
NEXT : SPRITE$( 0 ) = A$ : A$ = ""
25 FOR I = 1 TO 32 : READ Q : A$ = A$ + CHR$( Q ) :
NEXT : SPRITE$( 1 ) = A$ : SPRITE$( 2 ) = A$ : SPRITE$(
3 ) = A$ : SPRITE$( 4 ) = A$ : A$ = ""
30 FOR I = 1 TO 32 : READ Q : A$ = A$ + CHR$( Q ) :
NEXT : SPRITE$( 5 ) = A$ : A$ = ""
35 FOR I = 1 TO 32 : READ Q : A$ = A$ + CHR$( Q ) :
NEXT : SPRITE$( 6 ) = A$
40 DEFUSR = 60110!
45 D ( 1 ) = 2 : D ( 2 ) = 3 : D ( 3 ) = 0 : D ( 4 ) = 1
50 INPUT "AAARE YOU READY TO START"; I$
60 P = 1
100 CLS : COLOR 11, 6, 6
105 FOR I = 6150 TO 6894 STEP 32 : FOR J = 0 TO 2 :
VPOKE I + J, 255 : NEXT : NEXT
110 FOR I = 6464 TO 6559 : VPOKE I, 255 : NEXT
115 FOR I = 6445 TO 6449 : VPOKE I, 20 : NEXT : FOR
I = 6464 TO 6528 STEP 32 : VPOKE I + 13, 20 : VPOKE
I + 17, 20 : NEXT

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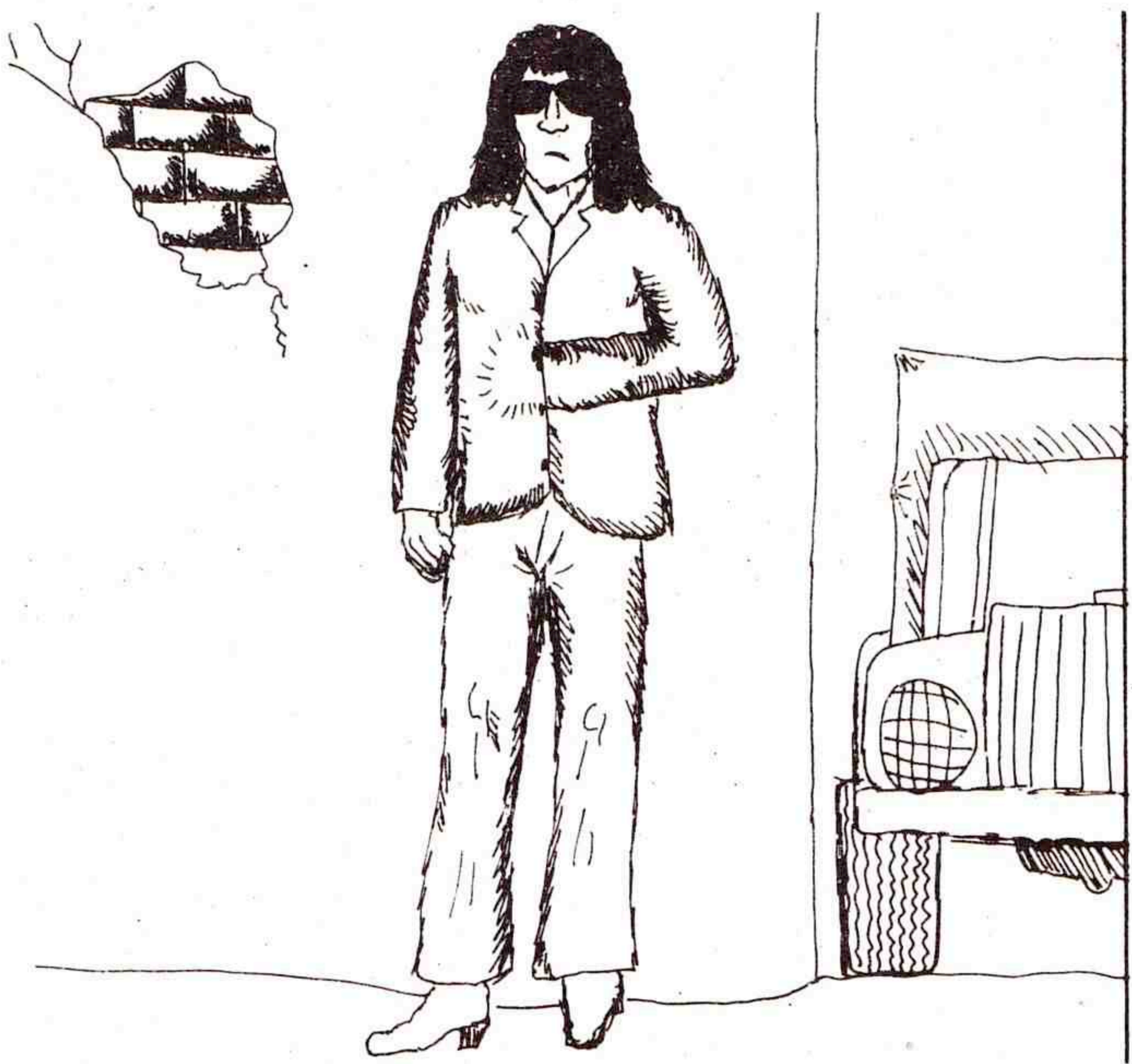
120 FOR I = 6573 TO 6577 : VPOKE I, 28 : NEXT
125 PUT SPRITE 5, ( 116, 83 ), 1 : GOSUB 1000
150 AB = 0 : R = R + 1 : PUT SPRITE 1, ( 116, 0 ),
      8 : PUT SPRITE 2, ( 0, 83 ), 1 : PUT SPRITE 3,
      ( 116, 192 ), 8 : PUT SPRITE 4, ( 255, 83 ), 1
155 POKE 59999!, INT( R / 3 ) + 1
160 GOSUB 350 : STRIG( 0 ) ON : ON-STRIG GOSUB 320
170 SPRITE ON : ON SPRITE GOSUB 500
175 FOR I = 1 TO 4 : S ( I ) = 1 : NEXT
200 IF F = 1 THEN 220
210 GOSUB 300
220 IF F = -1 THEN GOSUB 400
230 SPRITE OFF : GOSUB 450 : SPRITE ON
235 ST$ = STR$( TIME ) : DG = VAL( RIGHT$( ST$, 1 ) )
240 IF DG > 1 OR RND( 1 ) < .95 THEN 200
245 IF RND( 1 ) < .5 THEN PUT SPRITE 2, ( 116, 200 ) :
      S ( 2 ) = 0 : GOTO 260
250 PUT SPRITE 4, ( 200, 200 ) : S ( 4 ) = 0
260 AB = 1 : FOR I = 1 TO 4 : IF S ( I ) = 1 THEN AB = 0
265 NEXT : GOTO 200
300 KP$ = INKEY$ : IF KP$ <> "1" AND KP$ <> "I" THEN
      RETURN
305 P = P + 1 : IF P = 5 THEN P = 1
310 GOSUB 350 : RETURN
320 IF F = 1 THEN RETURN
322 PLAY "119m380s10n37"
325 F = 1 : ON P GOTO 330, 335, 340, 345
330 PUT SPRITE 0, ( 120, 70 ), 1 : RETURN
335 PUT SPRITE 0, ( 103, 87 ), 1 : RETURN
340 PUT SPRITE 0, ( 120, 103 ), 1 : RETURN
345 PUT SPRITE 0, ( 137, 87 ), 1 : RETURN
350 VPOKE 6447, 28 : VPOKE 6509, 28 : VPOKE 6575, 28 :
      VPOKE 6513, 28
360 ON P GOTO 365, 370, 375, 380
365 VPOKE 6447, 255 : RETURN
370 VPOKE 6509, 255 : RETURN
375 VPOKE 6575, 255 : RETURN
380 VPOKE 6513, 255 : RETURN
400 TP = PEEK( 59999! ) : POKE 59997!, 0 : POKE 59999!, 2
405 POKE 59998!, P - 1 : D = USR( D ) : POKE 59999!, TP
410 ON P GOTO 415, 420, 425, 430
415 IF VPEEK( 6912 ) < 5 THEN F = 0 : PUT SPRITE 0,
      ( 200, 200 ) : RETURN ELSE RETURN
420 IF VPEEK( 6913 ) < 5 THEN F = 0 : PUT SPRITE 0,
      ( 200, 200 ) : RETURN ELSE RETURN
425 IF VPEEK( 6912 ) > 187 THEN F = 0 : PUT SPRITE 0,
      ( 200, 200 ) : RETURN ELSE RETURN
430 IF VPEEK( 6913 ) > 250 THEN F = 0 : PUT SPRITE 0,
      ( 200, 200 ) : RETURN ELSE RETURN
450 SM = SM + 1 : IF SM = 5 THEN SM = 1
455 IF AB = 1 THEN 150
460 IF S ( SM ) = 0 THEN 450
465 POKE 59997!, SM : POKE 59998!, D ( SM ) : D = USR( D )
470 ON SM GOTO 475, 480, 485, 490
475 IF VPEEK( 6916 ) > 62 THEN 600 ELSE RETURN
480 IF VPEEK( 6921 ) > 95 THEN 600 ELSE RETURN
485 IF VPEEK( 6924 ) < 111 THEN 600 ELSE RETURN
490 IF VPEEK( 6929 ) < 145 THEN 600 ELSE RETURN
500 STRIG( 0 ) OFF : SPRITE OFF : F = 0 : IF P = 1 OR
      P = 3 THEN SC = SC + 20 ELSE SC = SC + 100
510 GOSUB 1000 : S ( P ) = 0 : PUT SPRITE P, ( 10, 200 )
      : VPOKE 6914, 24
520 PLAY "t255164r64m70s10n26n2"
530 FOR T = 1 TO 150 : NEXT : VPOKE 6914, 0 : PUT SPRITE
      0, ( 200, 200 )
535 AB = 1 : FOR I = 1 TO 4 : IF S ( I ) = 1 THEN AB = 0
540 NEXT : STRIG( 0 ) ON : SPRITE ON : RETURN
600 STRIG( 0 ) OFF
630 CLS : SCREEN 1 : PRINT "*****GAME OVER": PRINT :
      PRINT : PRINT : PRINT "*****YOUR SCORE WAS A":
      SC
640 END
1000 FOR I = 1 TO 23 : PRINT : NEXT : PRINT "SCORE";
      SC ; CHR$( 11 ) ; : RETURN
10000 DATA 24, 24, 60, 255, 255, 60, 24, 24
10010 DATA 167, 48, 96, 96, 224, 193, 226, 254, 231, 199,
      195, 224, 96, 96, 48, 16, 0, 12, 6, 6, 7, 131, 71,
      127, 231, 227, 195, 7, 3, 3, 6, 4
10020 DATA 1, 1, 1, 3, 15, 12, 27, 251, 251, 27, 12, 15,
      3, 1, 1, 1, 128, 128, 128, 192, 240, 48, 216, 223,
      223, 216, 48, 240, 192, 128, 128, 128
10030 DATA 128, 4, 64, 0, 144, 5, 40, 134, 67, 177, 68,
      16, 68, 0, 128, 16, 4, 0, 129, 16, 6, 129, 146,
      34, 25, 162, 16, 65, 0, 8, 0, 129

```

SABOTEADOR

Eres un peligroso saboteador de una potencia enemiga con la misión de detener un convoy con un cargamento muy importante para la seguridad del país. El plan consiste en colocar las bombas de tiempo debajo de la carretera colocando el barquito que hay en el río subterráneo. El problema es que no conoces el tiempo de explosión de las bombas, y los camiones rojos (los tuyos), deben pasar.

Para soltar la bomba, usa la tecla «SPACE». Ten cuidado con los camiones que caen y ¡buena suerte!



```

10 REM
11 REM
12 REM
15 COLOR 1, 7, 7 : SCREEN 1, 2 : KEY OFF : PRINT "
    CONVOY ": FOR I = 1 TO 9 : PRINT : NEXT
20 FOR I = 1 TO 32 : READ Q : A$ = A$ + CHR$( Q ) :
    NEXT : SPRITE$( 0 ) = A$ : A$ = ""
25 FOR I = 1 TO 32 : READ Q : A$ = A$ + CHR$( Q ) :
    NEXT : FOR I = 1 TO 4 : SPRITE$( I ) = A$ : NEXT
30 PUT SPRITE 1, ( 20, 50 ), 1 : PUT SPRITE 2, ( 80,
    50 ), 8 : PUT SPRITE 3, ( 160, 50 ), 1 : PUT SPRITE
    4, ( 220, 50 ), 8
35 DEFUSR0 = 60000 : DEFUSR1 = 60110 : POKE 59996!, 10
40 PRINT " Hit Any Key to Start"
50 IF INKEY$ = "" THEN 50
60 CS = 2
70 FOR I = 1088 TO 1095 STEP 2 : VPOKE I, 170 : VPOKE
    I + 1, 85 : NEXT : FOR I = 1152 TO 1159 : VPOKE
    I, 255 : NEXT : VPOKE 8209, 231 : VPOKE 8210, 71
100 CLS : FOR I = 6336 TO 6463 : VPOKE I, 136 : NEXT :
    FOR I = 6592 TO 6815 : VPOKE I, 144 : NEXT
105 FOR I = 6816 TO 6847 : VPOKE I, 23 : NEXT
110 FOR I = 1 TO 23 : PRINT : NEXT : PRINT "Bomb:"
    CHR$( 11 ) : GOSUB 1000
120 PUT SPRITE 1, ( 10, 200 ) : PUT SPRITE 2, ( 40,
    200 ) : PUT SPRITE 3, ( 70, 200 ) : PUT SPRITE 4,
    ( 100, 200 ) : NT = 1 : MD = 25 : GOSUB 400
130 PUT SPRITE 0, ( 120, 95 ), 11
140 STRIG( 0 ) ON : ON STRIG GOSUB 950
150 RS = 10001 * ( TIME / 60 - INT( TIME / 60 ) )
160 ON SPRITE GOSUB 750
200 POKE 59999!, 5 : D = USR0( D )
205 GOSUB 900 : IF FS = 0 AND RD < .2 THEN GOSUB 900 :
    FL = INT( RD * 5 + 1 ) : FS = 1 : TIME = 0
207 GOSUB 1100
210 LT = LT + 1 : IF LT = 5 THEN LT = 1
212 IF VPEEK( 6912 + 4 * LT ) = 200 THEN 210 ELSE POKE
    59997!, LT : POKE 59998!, 1 : POKE 59999!, CS :
    D = USR1( D ) : IF( VPEEK( 6913 + 4 * LT ) < 2 +
    CS ) AND C( LT ) = 1 THEN 800
213 IF VPEEK( 6913 + 4 * LT ) < 2 + CS THEN PUT SPRITE
    LT, ( 30 * LT - 20, 200 )
215 C = INT( ( VPEEK( 6913 + 4 * LT ) + 8 ) / 8 ) :
    IF VPEEK( 6368 + C ) = 32 AND VPEEK( 6367 + C )
    = 32 AND VPEEK( 6369 + C ) = 32 THEN GOSUB 550
220 IF FS = 1 AND BS = 0 AND INT( TIME / 60 ) > FL THEN
    700
225 IF BS = 1 AND INT( TIME / 60 ) > FL THEN GOSUB 450
230 GOSUB 900 : IF RD < .05 THEN GOSUB 400
240 GOTO 200
350 PLAY "19m1000s14n53": IF PC < 3 THEN 300
352 IF PC > 28 THEN 392
355 FOR I1 = 6336 TO 6432 STEP 32 : FOR I2 = PC - 2
    TO PC + 2
360 IF VPEEK( I1 + I2 ) = 32 THEN VPOKE I1 + I2, 136
365 NEXT : NEXT : RETURN
380 FOR I1 = 6336 TO 6432 STEP 32 : FOR I2 = 0 TO PC
385 IF VPEEK( I1 + I2 ) = 32 THEN VPOKE I1 + I2, 136
390 NEXT : NEXT : RETURN
392 FOR I1 = 6336 TO 6432 STEP 32 : FOR I2 = 29 TO 31
394 IF VPEEK( I1 + I2 ) = 32 THEN VPOKE I1 + I2, 136
396 NEXT : NEXT : RETURN
400 J = 0 : FOR I = 1 TO 4 : IF VPEEK( 6912 + 4 * I )
    = 200 THEN J = 1
405 NEXT
410 IF J = 0 THEN RETURN
415 XP = VPEEK( 6913 + 4 * NT ) : IF 255 - XP < MD THEN
    RETURN
420 NT = J : GOSUB 900 : IF RD < .4 THEN C( NT ) =
    1 ELSE C( NT ) = 0
425 PUT SPRITE NT, ( 255, 34 ), C( NT )
430 RETURN
450 PLAY "s8m200164n30n28n26n24": FS = 0 : VPOKE 6464
    + BP, 32 : BS = 0 : IF BP = 31 THEN 470

```

```

455 IF BP = 0 THEN 480
460 FOR J = 6336 TO 6432 STEP 32 : FOR K = BP - 1 TO BP + 1
465 VPOKE J + K, 32 : NEXT : NEXT : RETURN
470 FOR J = 6336 TO 6432 STEP 32 : FOR K = 29 TO 31
475 VPOKE J + K, 32 : NEXT : NEXT : RETURN
480 FOR J = 6336 TO 6432 STEP 32 : FOR K = 0 TO 2
485 VPOKE J + K, 32 : NEXT : NEXT : RETURN
500 BS = 1 : BP = PC : VPOKE 6464 + PC, 133
510 PLAY "154m1200s10n35"
520 RETURN
550 SPRITE ON : POKE 59997!, LT : POKE 59998!, 2 : POKE
    59999!, 3
555 D = USR1( D ) : IF VPEEK( 6912 + 4 * LT ) < 100
    THEN 555
560 IF C( LT ) = 0 THEN 800
565 SC = SC + 50 : VPOKE 6912 + 4 * LT, 200 : VPOKE
    6913 + 4 * LT, LT * 30 - 20
570 IF SC < 300 THEN CS = J ELSE IF SC < 500 THEN CS
    = 4 ELSE IF SC < 700 THEN CS = 5 ELSE IF SC < 900
    THEN CS = 6 ELSE IF SC < 1400 THEN CS = 7 ELSE CS = 8
580 GOSUB 400 : SPRITE OFF : GOSUB 1000 : RETURN
700 FOR I = 1 TO 40 : GOSUB 900 : A$ = "n" + STR$( INT(
    10 * RD + 1 ) ) : PLAY "164m350s8xa$": VPOKE 14336
    + INT( 60 * RD ), RD * 255 : NEXT
740 GOTO 800
750 CLS : PRINT "YOU HAVE JUST BEEN SQUASHED": FOR I
    = 1 TO 2500 : NEXT
800 STRIG( 0 ) OFF : SCREEN 1 : PRINT "AAAAAAAAAAAA GAME OVER"
    FOR I = 1 TO 9 : PRINT : NEXT : PRINT "AAAAAA Your Score
    was"; SC
810 IF INKEY$ = "" THEN END ELSE 810
900 RD = ( 9999 * RD + RS ) MOD 2997! : RD = RD / 2997!
910 IF RD < .5 THEN RS = RD * 10000 + 1
920 RETURN
950 PC = INT( ( VPEEK( 6913 ) + 8 ) / 8 )
955 IF VPEEK( 6432 + PC ) <> 32 AND BS = 0 THEN GOSUB
    500 : RETURN
960 IF VPEEK( 6432 + PC ) = 32 THEN GOSUB 350 : RETURN
965 RETURN
1000 FOR I = 1 TO 22 : PRINT : NEXT : PRINT TAB( 16 )
    CHR$( 10 ) "Score:"; SC ; CHR$( 11 ) ;
1010 RETURN
1100 I = FL - INT( TIME / 60 ) : IF I < 0 THEN I = 0
1110 IF FS = 0 THEN VPOKE 6888, 32 : RETURN ELSE VPOKE
    6888, 48 + I : RETURN
10000 DATA 1, 19, 17, 15, 7, 3, 1, 3, 2, 6, 255, 255,
    255, 127, 63, 31, 128, 200, 136, 240, 224, 192,
    128, 192, 64, 96, 255, 255, 255, 254, 252, 248
10010 DATA 0, 15, 23, 18, 114, 149, 181, 255, 248, 231,
    95, 63, 56, 0, 0, 0, 0, 255, 69, 21, 75, 101, 21,
    255, 0, 255, 254, 254, 14, 0, 0, 0

```

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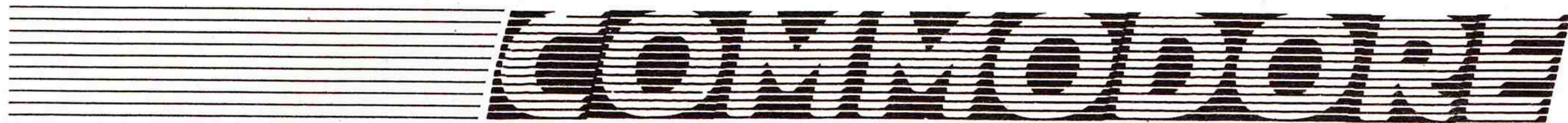
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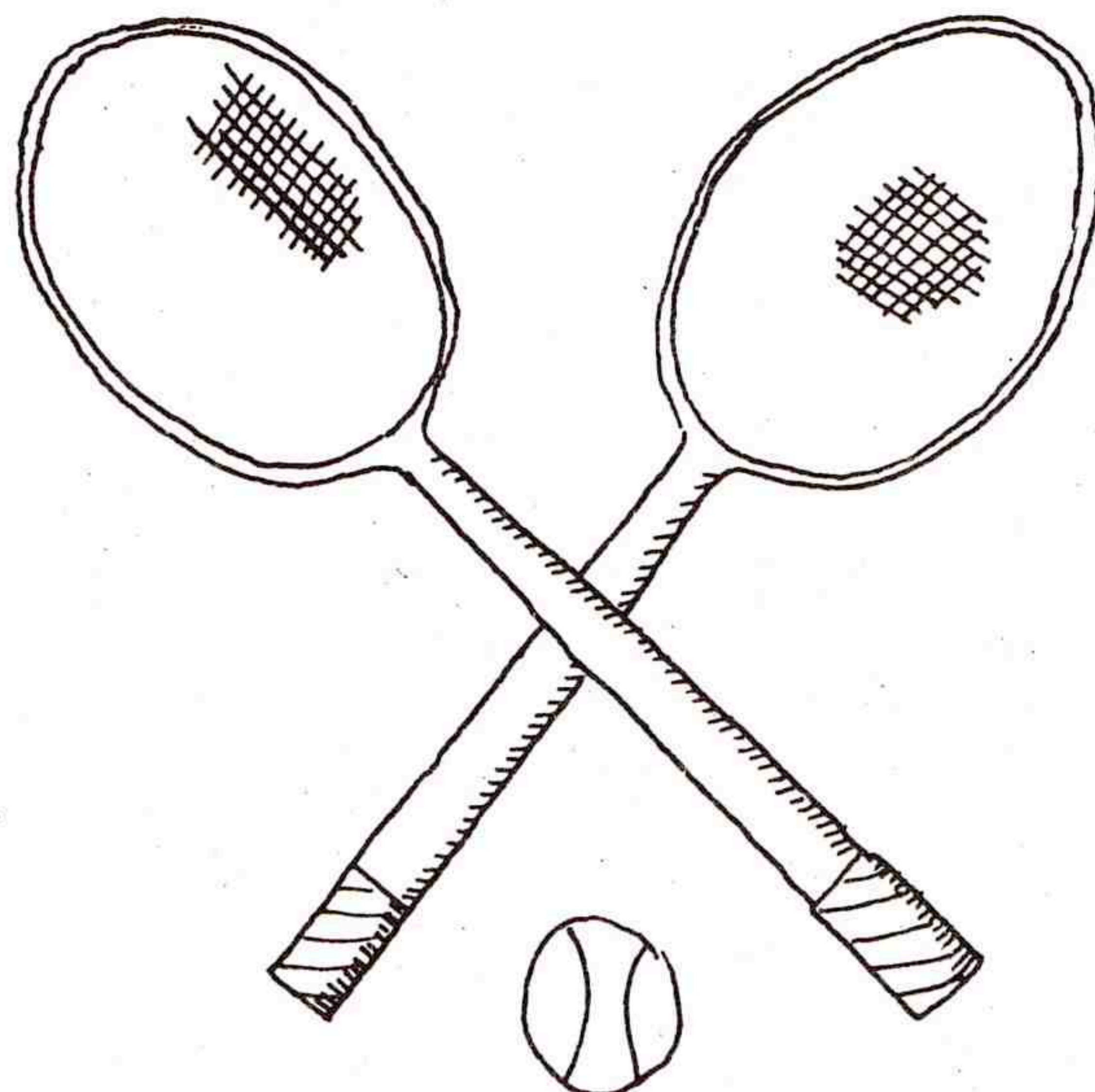
Para lo que guste ordenar. MSX





ROLAND GARROS

Este es un programa de tenis para dos jugadores. Se puede elegir la velocidad de la pelota así como el tamaño de la raqueta. Las instrucciones completas se dan en el programa.



```

1 REM *****
2 REM *
3 REM * ROLAND GARROS *
4 REM *
5 REM * E.L. TORRALBA *
6 REM *
7 REM *****
8 PRINT "J":R0=24:GOSUB2860:GOSUB2900
9 PRINT "C":POKE53281,9:POKE53280,0
10 PRINT
12 PRINT
14 PRINT
16 PRINT
18 PRINT
20 PRINT
22 PRINT
24 PRINT
26 PRINT
28 PRINT
30 PRINT
32 PRINT
34 PRINT
36 PRINT
38 PRINT
40 FORI=1055TO2015STEP40:POKEI,117:POKEI+54272,0:NEXT
50 FORI=1704TO1734:POKEI,160:POKEI+54272,0:NEXT
60 S=54272:V=53248
70 FORL=STOS+24:POKEL,0:NEXT
80 FI=0:CQ=32:GOSUB2000:PRINT"J" W1$ "■" I00 W2$
82 FI=1:GOSUB2000:PRINT"■" ——— "
85 FI=2
100 REM **** RUTINA LECTURA DE SPRITES ****
105 FORII=192TO198
110 FORI=0TO62:READQ:POKE64*II+I,Q:NEXT:NEXT
120 REM *** INICIO DE VARIABLES Y POSICIONAMIENTO SPRITES ***

```

```

130 POKEV+21,31: X=N: Y=1: POKEV+23, R0: POKEV+29, 24: POKE650, 128
140 POKE2040, 192: POKEV+39, 12
150 POKE2041, 192: POKEV+40, 5
160 POKE2042, 193: POKEV+41, 7
170 POKE2043, 194: POKEV+42, 0
175 POKE2044, 194: POKEV+43, 0
180 POKEV+6, 70: POKEV+7, 200
190 POKEV+8, 180: POKEV+9, 200
200 JD=0: JI=0: PD=0: PI=0: SAQUE$="D"
250 REM *** RUTINA PRINCIPAL DE JUEGO ***
260 IFSAQUE$="D" THEN XX=235: X=-N: GOTO280
270 XX=25: X=N
280 YY=100: Y=1
290 X1=35: Y1=80: X2=235: Y2=80
300 POKE$+4, 16: XX=XX+X: YY=YY+Y
310 IFXX<25 THEN PD=PD+1: GOTO500
320 IFXX>245 THEN PI=PI+1: GOTO500
330 IFY1<48 THEN Y1=48: GOTO345
340 IFY1>158 THEN Y1=158
345 IFY2<48 THEN Y2=48: GOTO370
350 IFY2>158 THEN Y2=158
355 POKEV+4, XX: POKEV+5, YY
358 POKEV, X1: POKEV+1, Y1
360 POKEV+2, X2: POKEV+3, Y2
362 L=PEEK(53278)
364 IFL=5 THEN GOSUB800: HF=14: LF=107: GOSUB2800: GOTO300
366 IFL=6 THEN GOSUB900: HF=14: LF=107: GOSUB2800: GOTO300
370 GOSUB1000
400 IFYY<54 THEN GOSUB700: HF=20: LF=100: GOSUB2800: GOTO300
410 IFYY>160 THEN GOSUB750: HF=20: LF=100: GOSUB2800: GOTO300
430 P=INT(RND(1)*3)+1
460 GOTO300
500 REM ***** PUNTUACION *****
510 IFPD>3 AND PD>PI+1 THEN JD=JD+1: GOTO600
520 IFPI>3 AND PI>PD+1 THEN JI=JI+1: GOTO600
530 IFPD=PI AND PD>3 THEN POKE2043, 197: POKE2044, 197: GOTO580
540 IFPD<4 THEN POKE2044, 194+PD
550 IFPI<4 THEN POKE2043, 194+PI
560 IFPD>3 AND PD>PI THEN POKE2044, 198: GOTO580
570 IFPI>3 AND PI>PD THEN POKE2043, 198
580 FORT=1 TO 2000: NEXT: GOTO250
600 REM **** CONTROL DE PUNTOS DEL SET ****
605 IFSAQUE$="D" THEN SAQUE$="I": X=N: GOTO620
610 IFSAQUE$="I" THEN SAQUE$="D": X=-N
620 GOSUB2000
630 PRINT "J" JI "■" JI JD: FORT=1 TO 1000: NEXT
640 IFJD>5 THEN PRINT "GANA: " W2$: GOTO680
650 IFJI>5 THEN PRINT "GANA: " W1$: GOTO680
660 PD=0: PI=0: FI=FI+2: POKE2044, 194: POKE2043, 194: GOTO250
680 INPUT "QUEREIS JUGAR NUEVAMENTE (S/N)"; A$: IFA$="S" THEN CLR: RESTORE: GOTO1
690 END
700 REM **** CAMBIO SUPERIOR ****
710 IFY=-1 THEN Y=1
720 RETURN
750 REM **** CAMBIO INFERIOR ****
760 IFY=1 THEN Y=-1
770 RETURN
800 REM **** CAMBIO LATERAL [I] ****
820 IFP=2 THEN B60
830 REM **** DISTINTA DIRECCION ****
840 IFX=-N THEN X=N: XX=XX+8: POKEV+4, XX
850 RETURN
860 REM **** MISMA DIRECCION ****
870 IFX=-N AND Y=1 THEN X=N: Y=-1: XX=XX+8: POKEV+4, XX: RETURN

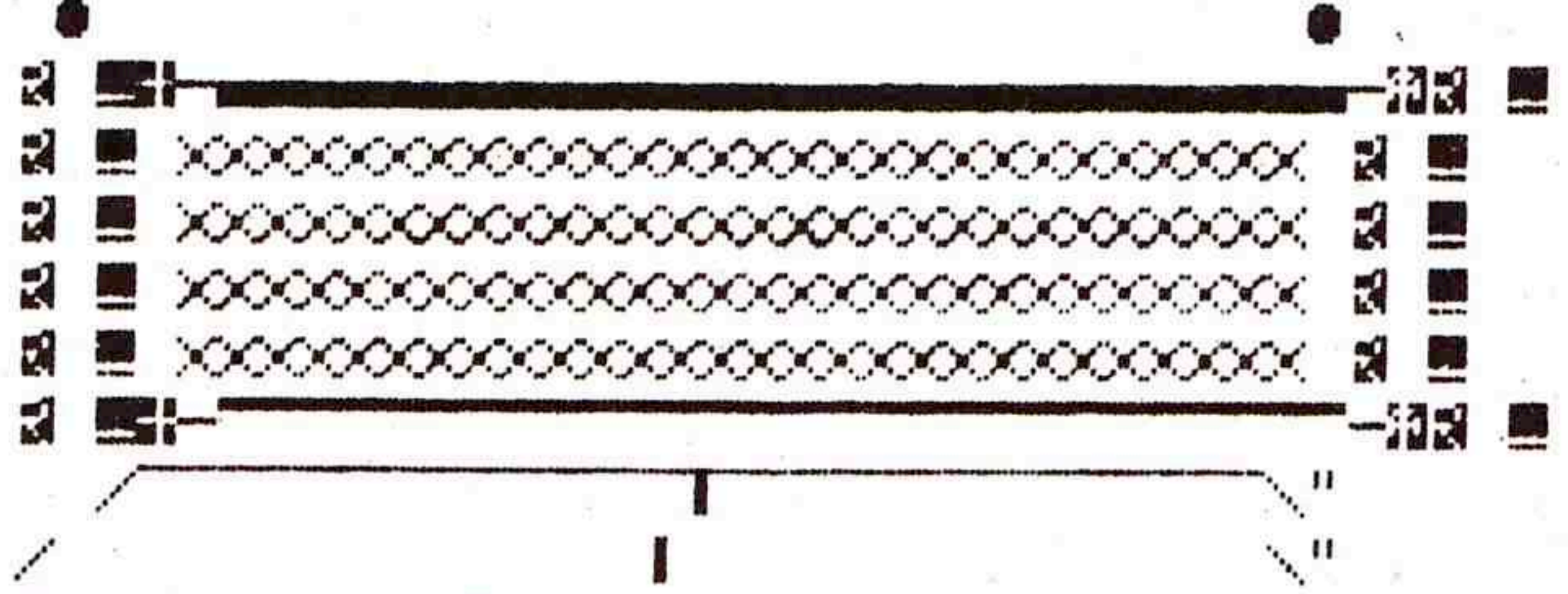
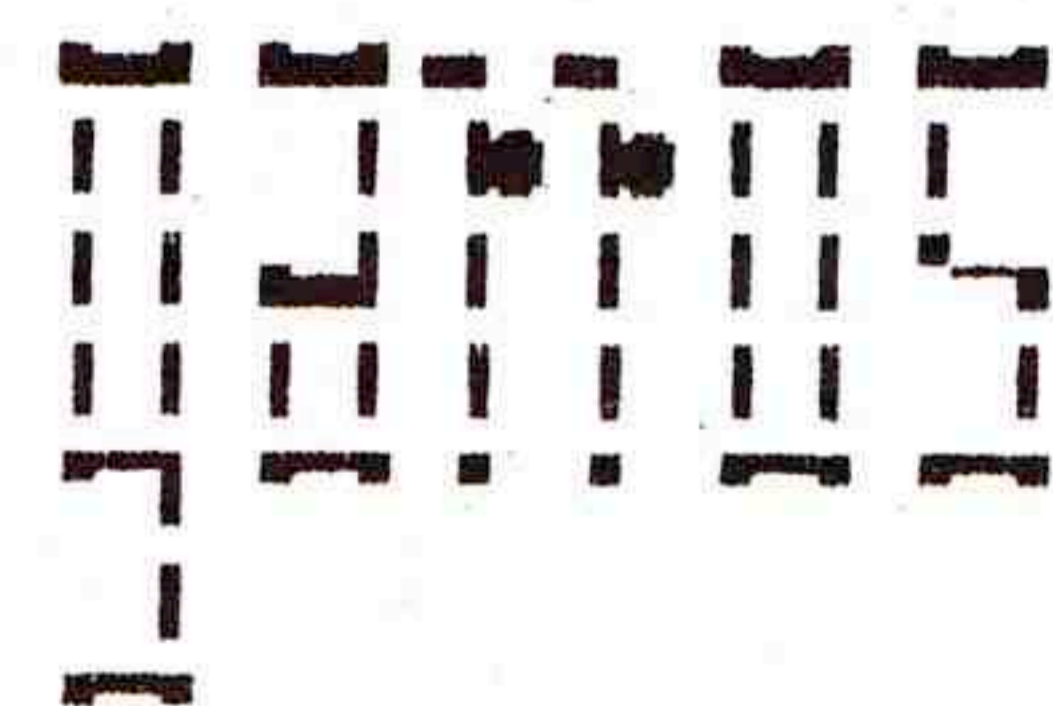
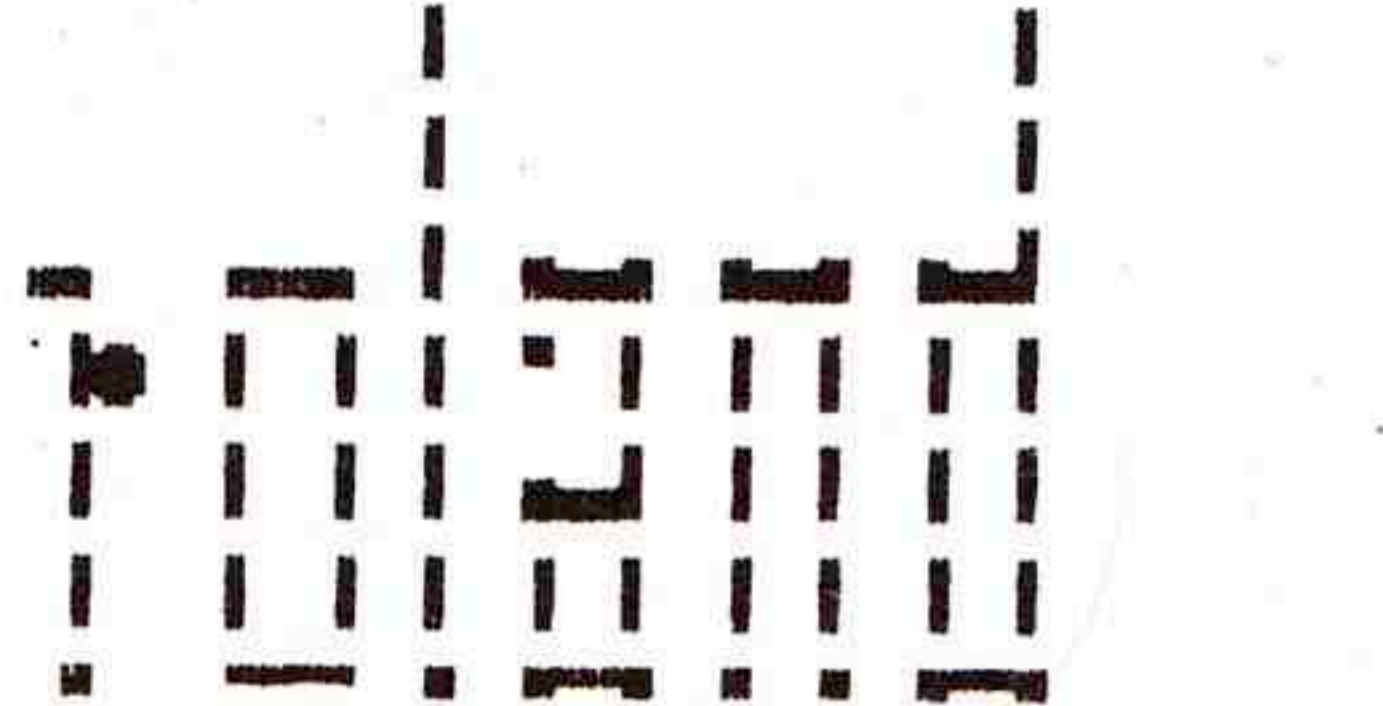
```



```

880 IFX=-NANDY=-1THENX=N:Y=1:XX=XX+8:POKEV+4,XX:RETURN
890 RETURN
900 REM **** CAMBIO LATERAL [D] ****
910 IFP=1ORP=3THEN930
920 IFP=2THEN960
930 REM **** DISTINTA DIRECCION ****
940 IFX=NTHENX=-N:XX=XX-8:POKEV+4,XX
950 RETURN
960 REM **** MISMA DIRECCION ****
970 IFX=NANDY=1THENX=-N:Y=-1:XX=XX-8:POKEV+4,XX:RETURN
980 IFX=NANDY=-1THENX=-N:Y=1:XX=XX-8:POKEV+4,XX:RETURN
990 RETURN
1000 J1=PEEK(56321):IFJ1=255THEN1050
1010 IFJ1=254THENY1=Y1-4:GOTO1100
1015 IFJ1=247THENX1=X1+5:IFX1>85THENX1=85:GOTO1100
1020 IFJ1=253THENY1=Y1+4:GOTO1100
1025 IFJ1=251THENX1=X1-5:IFX1<35THENX1=35
1030 GOTO1100
1050 GETA$:IFA$="W"THENY1=Y1-4:GOTO1100
1060 IFA$="Z"THENY1=Y1+4:GOTO1100
1070 IFA$="S"THENX1=X1+5:IFX1>85THENX1=85:GOTO1100
1080 IFA$="A"THENX1=X1-5:IFX1<35THENX1=35
1100 J0=PEEK(56320)
1110 IFJ0=126THENY2=Y2-4:GOTO1130
1115 IFJ0=119THENX2=X2+5:IFX2>235THENX2=235:GOTO1130
1120 IFJ0=125THENY2=Y2+4:GOTO1130
1125 IFJ0=123THENX2=X2-5:IFX2<190THENX2=190
1130 RETURN
2000 POKE781,FI:POKE782,CO:POKE783,0:SYS65520:RETURN
2800 REM **** RUTINA SONIDO ****
2810 POKES+5,8:POKES+6,8
2820 POKES+24,15
2830 POKES+1,HF:POKES,LF
2840 POKES+4,17
2850 RETURN
2860 REM **** **** **** **** ****
2861 POKE53281,0:POKE53280,0
2862 PRINT " "
2863 PRINT "
2864 PRINT "
2865 PRINT "
2866 PRINT "
2867 PRINT "
2868 PRINT "
2869 PRINT "
2879 PRINT "
2880 PRINT "
2881 PRINT "
2882 PRINT "
2883 PRINT "
2884 PRINT "
2885 PRINT "
2886 PRINT "
2887 PRINT "
2888 PRINT "
2889 PRINT "
2890 PRINT "
2891 PRINT "
2892 PRINT "
2893 PRINT "
2894 PRINT "
2895 PRINT "
2897 FORT=0TO5000:NEXT:RETURN
2900 PRINT " "

```



```

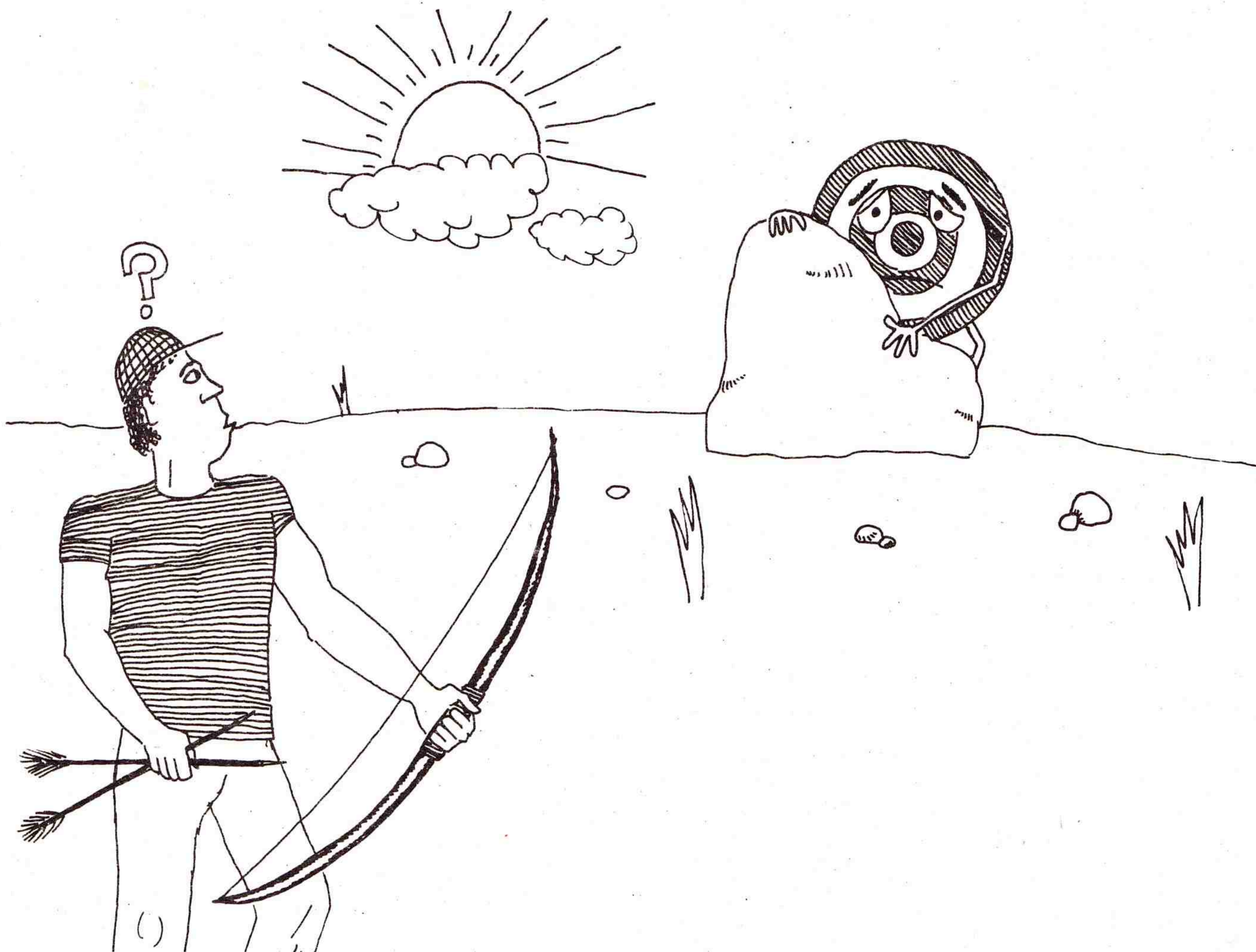
2910 PRINT" VELOCIDAD DE LA PELOTA [1 0 2]"
2915 PRINT"0 - VELOCIDAD RAPIDA [2]"
2917 PRINT" - VELOCIDAD LENTA [1]"
2920 INPUT"0 ";N
2930 IFN<10RND>2THEN2900
2935 N=N*4
2940 PRINT"0 RAQUETA GRANDE O PEQUENA [G/P]"
2942 INPUTRA$
2944 IFRAS="G"THENRQ=27
2950 INPUT"0 INICIALES DEL JUGADOR 1(3 LETRAS)";W1$
2955 INPUT"0 INICIALES DEL JUGADOR 2(3 LETRAS)";W2$
2960 W1$=MID$(W1$,1,3):W2$=MID$(W2$,1,3)
2970 PRINT" EL JUGADOR 1 PUEDE UTILIZAR JOYSTICK"
2972 PRINT" 0 LAS TECLAS:"
2974 PRINT" - W => SUBIR"
2975 PRINT" - Z => BAJAR"
2976 PRINT" - A => IZQUIERDA"
2977 PRINT" - S => DERECHA"
2980 PRINT" EL JUGADOR 2 SOLO PUEDE UTILIZAR"
2982 PRINT" EL JOYSTICK EN EL PORT 2"
2985 PRINT"PULSAR UNA TECLA"
2990 GETA$:IFAS=""THEN2990
2995 RETURN
3000 REM **** DATA DE SPRITES ****
3010 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
3020 DATA0,60,0,0,60,0,0,60,0,0,60,0,0,60,0,0,60,0,0,60,0,0,0,0,0,0,0
3030 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
3040 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
3050 DATA0,28,0,0,62,0,0,62,0,0,62,0,0,28,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
3060 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
3100 DATA0,0,0,0,126,0,0,255,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0
3110 DATA0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0
3120 DATA0,195,0,0,255,0,0,126,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
3150 DATA0,0,0,3,135,248,7,135,248,7,134,0,1,134,0,1,134,0,1,134,0,1,134,0,1,134,0,1,134,0,1,134,0
3160 DATA1,134,0,1,135,240,1,135,248,1,128,24,1,128,24,1,128,24,1,128,24,1,128,24,1,128,24,1,128,24
3170 DATA1,128,24,1,128,24,1,134,24,7,231,248,7,227,240,0,0,0
3200 DATA0,0,0,15,195,240,31,231,248,24,102,24,0,102,24,0,102,24,0,102,24,0,102,24,0,102,24,0,102,24
3210 DATA0,102,24,0,102,24,3,198,24,3,198,24,0,102,24,0,102,24,0,102,24,0,102,24,0,102,24,0,102,24
3220 DATA0,102,24,0,102,24,0,102,24,24,102,24,31,231,248,15,195,240,0,0,0
3250 DATA0,0,0,1,195,240,3,199,248,2,198,24,6,198,24,4,198,24,12,198,24
3260 DATA8,198,24,24,198,24,31,230,24,31,230,24,0,198,24,0,198,24,0,198,24,0,198,24,0,198,24,0,198,24
3270 DATA0,198,24,0,198,24,0,198,24,0,198,24,0,199,248,0,195,240,0,0,0
3300 DATA0,0,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0
3310 DATA0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0,195,0,0
3320 DATA0,102,0,0,126,0,0,24,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

```

READY.

ARQUERO

En este juego deberás demostrar tu habilidad en el tiro al arco. Una gran diana se deslizará de un lado a otro de la pantalla y tú deberás intentar acertar en el centro. ¡Buena suerte!!



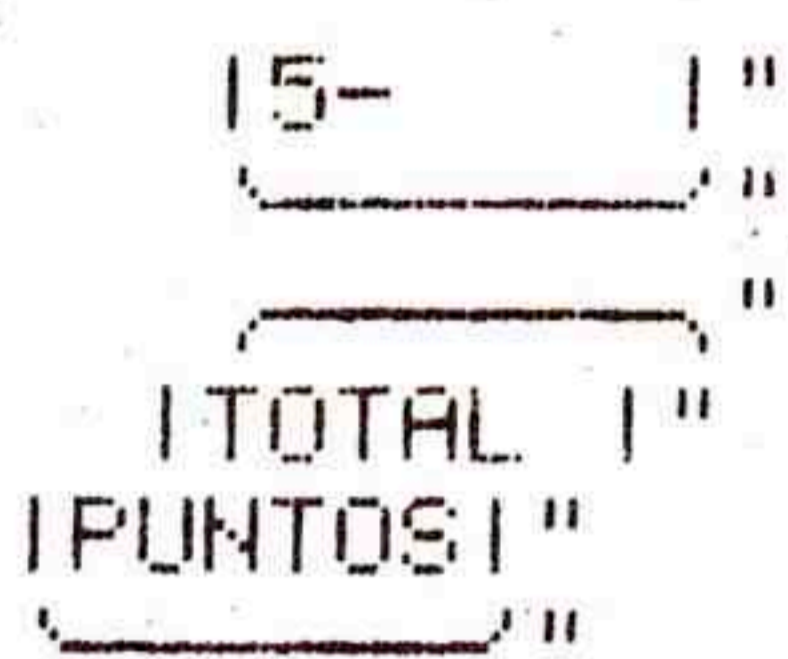
```

1 REM ***** A R Q U E R O *****
2 REM * SE TRATA DE UN JUEGO QUE CONSISTE EN DISPARAR FLECHAS HACIA UNA DIANA*
3 REM * QUE SE DESLIZA POR LA PANTALLA.
4 REM * LAS FLECHA SE DISPARAN PULSANDO LA TECLA "F1".
5 REM *****
10 PRINT "J"
12 CLR
15 DIM XF(20):FOR I=1 TO 20:READ Q:XF(I)=Q:NEXT
20 V=53248:POKEV+21,253:POKE53285,2:POKE53286,0:POKE53276,252
30 FORR=216 TO 223
40 FOR I=0 TO 62:READ Q:POKER*64+I,Q:NEXT
50 NEXT
54 POKE53281,5:POKE53280,6
60 POKEV+45,7:POKEV+46,7:POKEV+41,7:POKEV+43,14
65 POKEV+44,14:POKEV+39,1:POKEV+40,14
70 POKE2040,221:POKE2042,218:POKE2043,219:POKE2044,220:POKE2045,222
98 POKE2046,216:POKE2047,217:GOSUB 5000
99 POKEV+23,192:POKEV+29,192
100 POKEV+12,135:POKEV+13,55
    
```

```

110 POKEV+14,183:POKEV+15,55
125 POKEV+8,30:POKEV+9,154
150 PRINTTAB(15)"  "
155 PRINTTAB(15)"  "
160 PRINTTAB(15)"  "
165 PRINTTAB(15)"  "
170 PRINTTAB(15)"  "
175 PRINTTAB(15)"  "
180 PRINTTAB(15)"  "
185 PRINTTAB(31)"13-  "
190 PRINTTAB(31)"  "
195 PRINTTAB(31)"  "
200 PRINTTAB(31)"14-  "
205 PRINTTAB(31)"  "
210 PRINTTAB(31)"  "
215 PRINT"  "
220 PRINT"  "
225 PRINT"  "
230 PRINT"=F'1'  "
235 PRINT"
240 PRINT"
245 PRINTTAB(31)"  "
247 PRINTTAB(31)"  "
248 PRINTTAB(31)"  "
250 S=54272
255 FORL=0TO24:POKES+L,0:NEXT:POKES+14,5:POKES18,35
260 POKES+3,1:POKES+24,143:POKES+6,240:POKES+4,17:FR=1900
285 FI=1:A$="*"
290 FORDI=29TO999STEP40:POKE1024+DI,118:POKE55296+DI,6:NEXT
295 FORDI=30TO999STEP40:POKE1024+DI,97:POKE55296+DI,6:NEXT
300 Y=0:X=0:AV=0:W=0:CHO=0
313 POKEV+4,245:POKEV+7,155:POKEV+10,252
315 GETA$
316 IFA$="■"THENAV=5:POKE2044,220:POKEV+8,30:POKEV+9,154:X=30:POKES+24,143
320 Y=Y+2:X=X+AV:IFY>255THENY=255
325 FQ=1900+W*3.5:HF=INT(FQ/256):LF=FQ-HF*256
327 POKES,LF:POKES+1,HF
330 POKEV+5,Y:POKEV+11,Y
335 IFX>250THENX=250:W=0
340 CHO=PEEK(53278)
342 IFX<240THEN350
343 IFCHO=44ORCHO=109ORCHO=173THENPOKE53278,0:GOTO3000
345 IFY=255ANDX=250THEN3100
350 POKEV+6,X:IFAV>1THENW=W+50:GOTO320
2000 POKE2044,223:GOTO315
3000 IFY>144ANDY<166THENXX=XF(Y-145):POKEV,XX:POKEV+1,65:POKES+24,0:POKEV+39,1
3010 IFY>153ANDY<157THENPOKEV+39,0:PUN=16:GOTO3100
3020 IFY>150ANDY<160THENPUN=8:GOTO3100
3030 IFY>147ANDY<163THENPUN=4:GOTO3100
3040 IFY>145ANDY<166THENPUN=2:GOTO3100
3100 POKE781,FI:POKE782,35:POKE783,0
3110 SYS65520
3120 PRINTPUN
3130 FI=FI+3:TT=TT+PUN:PUN=0:POKE53278,0
3140 IFFI<16THEN300
3150 PRINTTAB(33)"■■■■■■■■■■"TT
3160 PRINT"■■■■ QUIERES SEGUIR JUGANDO (S/N)":GETC$
3162 IFC$=""THENPRINT"TTT":GOTO3160
3165 IFC$="S"THENPOKEV+21,0:CLR:RESTORE:POKEV+6,0:POKEV+10,0:POKEV,0:GOTO10
3170 END
5000 POKE53281,14:POKE53280,14:POKEV+23,0:POKEV+29,0:POKEV,0:POKEV+8,0
5010 POKEV+27,8:POKEV+6,0
5015 PRINT"■■■■■■■■■■"
5020 PRINT"■■■■■■■■■■"
5025 PRINT"■■■■■■■■■■"
5030 PRINT"■■■■■■■■■■"
5040 PRINT"■■■■■■■■■■"

```



■■■■■■■■■■
 ■■■■■■■■■■
 ■■■■■■■■■■
 ■■■■■■■■■■
 ■■■■■■■■■■

```

5060 POKEV+12,222:POKEV+13,108:POKEV+14,243:POKEV+15,108
5070 PRINTTAB(16)"  NPOR"
5080 PRINTTAB(8)"  JAVIER LOPEZ TORRALBA"
5085 POKEV+4,245:POKEV+5,203:POKEV+10,252:POKEV+11,203:POKEV+42,6
5090 PRINT"  " * PULSA UNA TECLA *
5095 GETB$:IFB$=""THEN5095
5100 FORA=0TO248:POKEV+6,A:POKEV+7,203:NEXT
5190 FORT=0TO3000:NEXT:PRINT" ":POKE53280,5:POKE53281,5:RETURN
9900 REM DATAS TABLA
9910 DATA203,200,198,195,192,190,187,184,182,179,176,174,171,168,166,163,160
9920 DATA158,155,152
10000 REM DATAS DIANA IZQUIERDA
10010 DATA0,0,21,0,0,85,0,1,85,0,1,95,0,5,127,0,5,255,0,21,252
10020 DATA0,23,240,0,23,240,0,23,194,0,23,194,0,23,194,0,23,240,0,23,240,0
10030 DATA21,252,0,5,255,0,5,127,0,1,95,0,1,85,0,0,85,0,0,21
10040 REM DATAS DIANA DERECHA
10050 DATA84,0,0,85,0,0,85,64,0,245,64,0,253,80,0,255,80,0,63,84,0
10060 DATA15,212,0,15,212,0,131,212,0,131,212,0,131,212
10070 DATA0,15,212,0,15,212,0,63,84,0,255,80,0,253,80,0,245,64,0,85,64
10080 DATA0,85,0,0,84,0,0
10090 REM DATAS DIANA FRONTAL
10100 DATA0,0,1,0,0,1,0,0,1,0,0,13,0,0,13,0,0,13,0,0,13,0,0,13,0,0,13,0,0
10110 DATA0,141,0,0,141,0,0,141,0,0,13,0,0,13,0,0,13,0,0,13,0,0,13,0,0,13,0,0
10120 DATA1,0,0,1,0,0,1
10130 REM DATAS FLECHA
10140 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10150 DATA0,0,0,0,0,0,81,0,64,31,255,80,81,0,64,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10160 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10170 REM DATAS TIRADOR
10180 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10190 DATA10,0,0,42,160,0,38,168,0,21,10,0,21,1,192,36,5,64,40,33,0
10200 DATA42,128,0,10,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10210 REM DATAS PUNTO
10220 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10230 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10240 REM DATAS DIANA FRONTAL 2
10250 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10260 DATA0,32,0,0,32,0,0,32,0,0,32,0,0,32,0,0,32,0,0,32,0,0,32,0,0,32,0,0,32,0,0
10270 DATA0,0,0,0,0,0,0,0
10280 REM DATAS TIRADOR 2
10290 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,2,128,0,10,168,0,9,170,0,5
10300 DATA66,128,5,64,64,9,9,80,40,32,64,42,128,0,10,0,0,0,0,0,0,0
10310 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

```

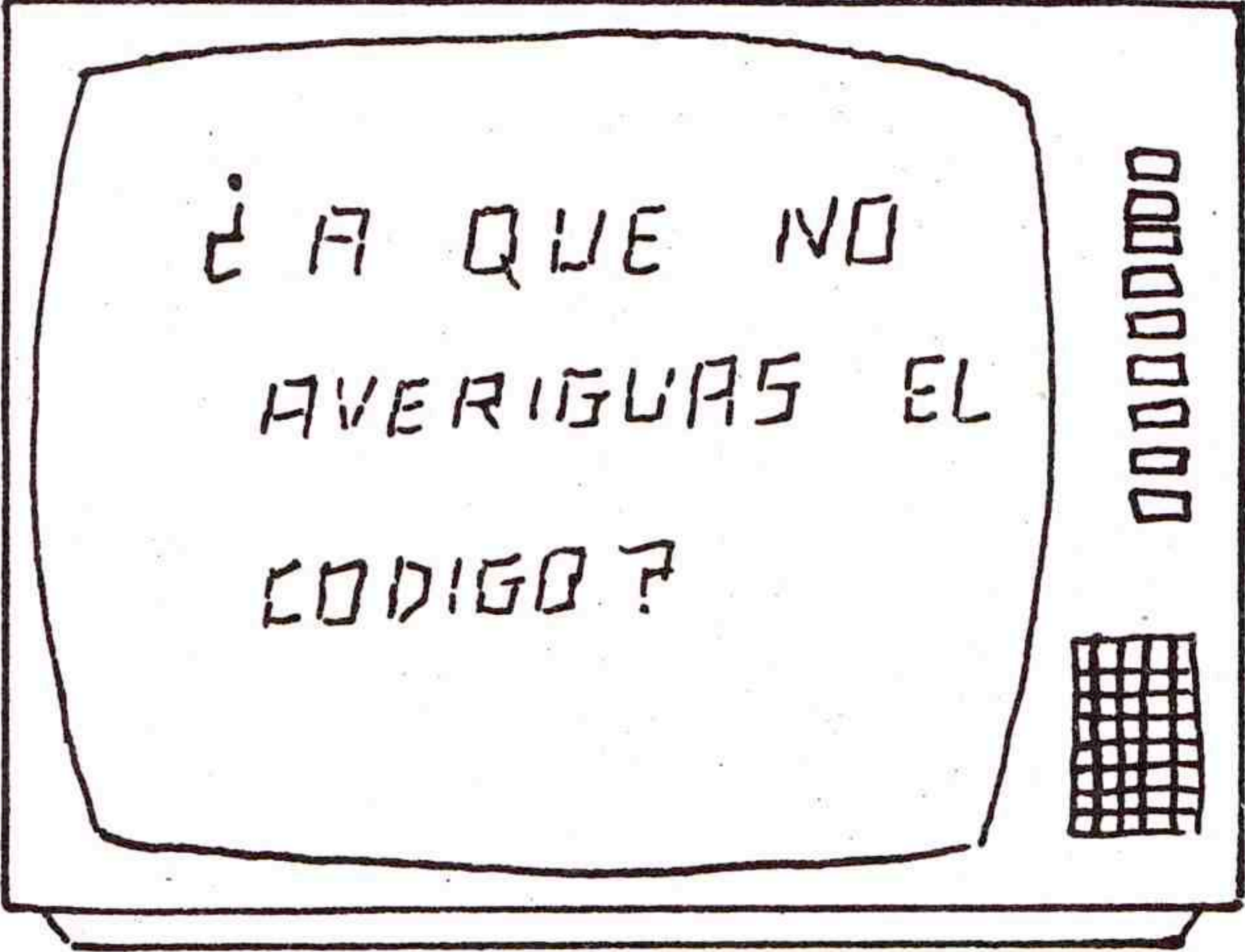
CODIGO

El juego consiste en descubrir el código exacto de cuatro colores que el ordenador ha seleccionado. El jugador debe colocar en las posiciones exactas, los colores de la combinación. Esta debe darse con las iniciales de los colores posibles de la siguiente manera:

Si el jugador cree que una posible solución es azul, verde, negro, verde; él debe escribir cuando el programa lo solicite, los siguientes caracteres: «AVNV».

El ordenador coloca un rombo negro cada vez que el jugador acierta en el color exacto y en la posición correcta. Y un rombo blanco cada vez que el jugador acierta en un color existente en el código secreto pero no en el lugar correcto.

La combinación de los cuatro colores debe descubrirse en las menos líneas posibles, siendo el tope de 10 líneas.



```
1 REM *****
2 REM * CODIGO *
3 REM *
4 REM * E.L. TORRALBA *
5 REM *****
7 POKE53280,12:POKE53281,11
10 PRINT"JININ"
11 PRINT"■"
12 PRINT"■"
13 PRINT"■"
14 PRINT"■"
15 PRINT"■"
16 REM
17 REM
18 REM
19 REM
20 PRINT"■" CODIGO DE COLORES"
30 PRINT" "
40 INPUT"■" INSTRUCCIONES S/N":A$
50 IFA$="N"GOTO200
60 PRINT"■" CODIGO" ■"
61 PRINT"■" EL JUEGO CONSISTE EN DESCUBRIR EL CO-"
62 PRINT" DIGO EXACTO DE CUATRO COLORES QUE EL"
63 PRINT" ORDENADOR HA SELECCIONADO.
64 PRINT" EL JUGADOR DEBE COLOCAR LAS COMBI-"
65 PRINT" NACIONES MAS ACERTADAS ESCRIBIENDO"
66 PRINT" LAS INICIALES DE LOS COLORES DE LA "
67 PRINT" SIGUIENTE MANERA:"
68 PRINT" SI LA COMBINACION ES AZUL,VERDE,"
69 PRINT" NEGRO,VERDE.
70 PRINT" LA FORMA DE ESCRIBIR ES: AVNV"
72 PRINT"■" CADA COLOR ACERTADO Y EN SU CORRECTA "
73 PRINT" POSICION SE MARCA CON ■◆"
74 PRINT"■" CADA COLOR ACERTADO PERO EN INCORREC-"
75 PRINT" TA POSICION SE MARCA CON ■◆"
90 PRINT"■" PULSA UNA TECLA PARA COMENZAR"
100 GETW$:IFW$=""GOTO100
200 PRINT"■":FORI=1TO4:C=144+(I*2):POKE1024+C,I:POKE55296+C,15:NEXT
210 FORL=1TO10:L1=L
215 IFL1=10THENL1=0
220 C=144+L*80:POKE1024+C,L1+48:POKE55296+C,15
225 IFL=10THENPOKE1024+C-1,49:POKE55296+C-1,15
230 FORI=1TO4:POKE1024+C+(I*2),87:POKE55296+C+(I*2),15
240 NEXTI:NEXTL
300 FORI=1TO4:V1(I)=INT(RND(1)*5):NEXTI
310 PRINT"■"
312 PRINT" ■■■■■ CODIGO ■■■■■"
314 PRINT" ■■■■■"
315 PRINT"■" ■■■■■"
320 PRINT" ■■ NEGRO-N ■■ BLANCO-B ■■"
322 PRINT" | |"
325 PRINT" ■■ AZUL-A ■■ CYAN-C ■■"
327 PRINT" | |"
330 PRINT" ■■ PURP-P ■■ VERDE-V ■■"
335 PRINT"■" ■■■■■"
350 PRINT"■"
400 PRINT" TECLA EL CODIGO"
405 PRINT" DE COLORES :■"
410 FORL=1TO10
```

```

412 INPUT " ";V$
413 FORI=1TO4:D$=MID$(V$,I,1)
416 IFD$="N"THENV3=0:CC=0:GOTO425
417 IFD$="B"THENV3=1:CC=1:GOTO425
418 IFD$="A"THENV3=2:CC=14:GOTO425
419 IFD$="C"THENV3=3:CC=3:GOTO425
420 IFD$="P"THENV3=4:CC=4:GOTO425
421 IFD$="V"THENV3=5:CC=5:GOTO425
422 PRINT"TT":GOTO412
425 V2(I)=V3:CO(I)=CC:NEXTI:I=1
426 FORPO=1250TO1256STEP2
427 POKEPO+PT,81:POKEPO+PT+54272,CO(I)
428 I=I+1
429 NEXT
430 B=0:N=0
431 FORX=1TO4:V4(X)=V1(X)
432 IFV4(X)=V2(X)THENN=N+1:V2(X)=9:V4(X)=8
433 NEXTX
434 IFN=4THENGOTO600
435 FORX=1TO4:FORZ=1TO4
440 IFV4(Z)=V2(X)THENB=B+1:V2(X)=9:V4(Z)=8
450 NEXTZ:NEXTX
465 C=155+(L*80)
470 FORS=1TO4
480 IFN>0THENN=N-1:C=C+1:POKE1024+C,90:POKE55296+C,0
490 IFB>0THENB=B-1:C=C+1:POKE1024+C,90:POKE55296+C,1
500 NEXTS
520 FA=21:CA=0:GOSUB1000
530 PRINT" "
540 GOSUB1000
550 PT=PT+80:NEXTL
560 FA=19:GOSUB1000:PRINT"EL CODIGO CORRECTO ES : "
564 PRINT" "
566 PRINT" "
570 FA=20:CA=7:FORI=1TO4
572 IFV1(I)=0THENGOSUB1000:PRINT"■N"
574 IFV1(I)=1THENGOSUB1000:PRINT"■B"
576 IFV1(I)=2THENGOSUB1000:PRINT"■A"
578 IFV1(I)=3THENGOSUB1000:PRINT"■C"
580 IFV1(I)=4THENGOSUB1000:PRINT"■P"
582 IFV1(I)=5THENGOSUB1000:PRINT"■V"
585 CA=CA+2:NEXT
590 GOTO640
600 REM ***
610 FA=19:GOSUB1000:PRINT"■ EL CODIGO DE COLORES"
620 PRINT" HA SIDO DESCUBIERTO "
630 PRINT" "
640 PRINT"■ PARA OTRA PARTIDA"
645 PRINT" [S/N]"
650 GETA$:IFA$=""THEN650
660 IFA$="N"THENEND
670 CLR
680 GOTO200
1000 POKE781,FA:POKE782,CA
1010 POKE783,0
1020 SYS65520
1030 RETURN

```

READY.

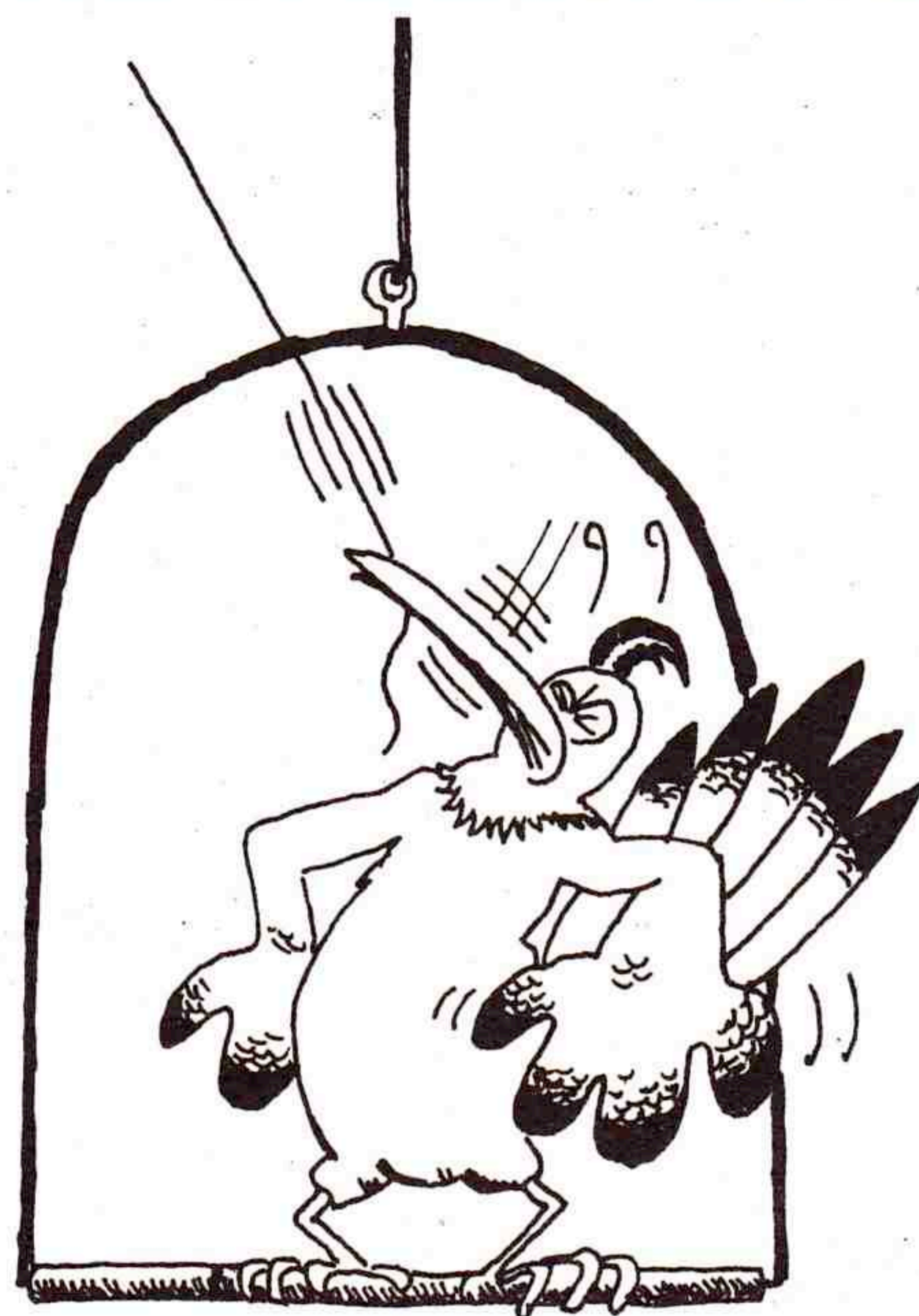
AL LORO

Este es un juego en el que, como su nombre indica, hay que estar «Al loro». En la pantalla aparecen cuatro loros en distintas posiciones. Cada loro tiene una cuerda sujeta del pico.

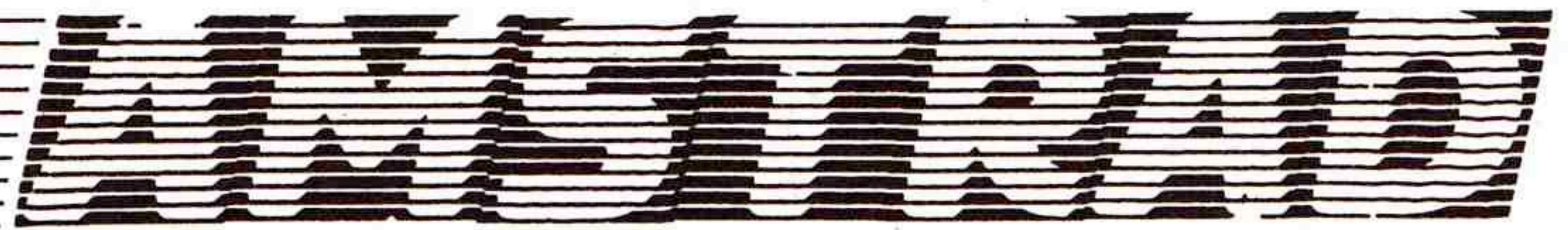
Al empezar el programa, los loros van a tirar de la cuerda en un determinado orden. Tú debes repetirlo.

Al principio, cada loro tirará una vez de la cuerda, pero cada vez tendrás que memorizar más tirones.

Se pueden utilizar las teclas de cursor, correspondiendo la «↑» al loro que hay más arriba, «↓» al loro que hay más abajo, «←» al de la izquierda y «→» al de la derecha. Podrás utilizar asimismo el joystick. En este juego se debe introducir la subrutina de «Entrada de caracteres».



```
5 ADDR=24999:GOSUB 29500
10 SYMBOL AFTER 223:MODE 0
12 DIM NO(50)
13 INK 0,0:BORDER 0:INK 12,12
15 GOSUB 10000:GOSUB 10500
25 SC=0:HI=0
30 GOSUB 12500
35 FOR A=1 TO 4
36 IF A=1 THEN PEN 7 ELSE IF A=2 THEN PE
N 11 ELSE IF A=3 THEN PEN 14 ELSE PEN 13
40 GOSUB 11000: NEXT A
55 FO= 0:CALL &BBO3
58 REM >>>> BUCLE PRINCIPAL <<<<
60 N=INT(RND(1)*3)+1
62 FO=FO+1
65 NO(FO)=N
66 GOSUB 13500: LOCATE 1,22:PRINT "MI TU
RNO"
70 FOR B=1 TO FO
75 GOSUB 13000
80 NEXT B
82 CALL &BBO3
85 FOR T=1 TO 1000:NEXT T
87 B=1
88 GOSUB 13500:PEN 1:LOCATE 1,22:PRINT "
TU TURNO"
90 GOSUB 29000
95 IF LE=1 THEN A=4:SOUND 1,800,10:GOSUB
12000:PEN 13:GOSUB 11500:FOR T=1 TO 500
:NEXT T
100 IF RI=1 THEN A=2:SOUND 1,400,10:GOSU
B 12000:PEN 11:GOSUB 11500:FOR T=1 TO 50
0:NEXT T
105 IF UP=1 THEN A=1:SOUND 1,200,10:GOSU
B 12000:PEN 7:GOSUB 11500:FOR T=1 TO 500
```

```
:NEXT T
110 IF DO=1 THEN A=3:SOUND 1,500,10:GOSU
B 12000:PEN 14:GOSUB 11500:FOR T=1 TO 50
O: NEXT T
115 IF LE+RI+UP+DO<1 THEN 90
120 GOSUB 12000
125 GOSUB 11000
130 IF NO(B)=A THEN 131 ELSE 135
131 IF B=FO THEN GOSUB 13500:LOCATE 1,22
:PEN 1:PRINT "BIEN HECHO, ";FO:" HASTA A
QUI "
132 IF B=FO THEN FOR T=1 TO 1500:NEXT T:
GOSUB 13500:GOTO 50
133 B=B+1:GOTO 90
135 GOSUB 13500:PEN 1
140 LOCATE 1,22:PRINT "SECUENCIA ERRONEA
"
145 LOCATE 1,23:PRINT "TRAS ";FO-1:"INTE
NTOS"
150 FOR T=1 TO 3000:NEXT T
155 GOSUB 13500
160 LOCATE 1,22:PRINT "LA SECUENCIA ERA"
165 FOR T=1 TO 1000:NEXT T
170 FOR B=1 TO FO
175 GOSUB 13000
180 NEXT B
185 GOSUB 13500
190 LOCATE 1,23:PRINT "INTENTALO DE NUEV
O"
195 FOR T=1 TO 2000:NEXT T
200 GOSUB 13500
205 GOTO 55
9990 REM >>> CARACTERES <<<
10000 SYMBOL 224,16,16,16,16,0,14,31,63
10005 SYMBOL 225,0,0,28,126,127,207,207,
207
10010 SYMBOL 226,0,0,0,0,0,128,128
10015 SYMBOL 227,63,49,40,9,16,33,35,3
10020 SYMBOL 228,255,255,254,124,126,255
,255,255
10025 SYMBOL 229,0,0,0,0,0,128,192,192
10030 SYMBOL 230,3,3,3,3,3,1,1,1
10035 SYMBOL 231,223,191,191,223,223,239
,247,251
10040 SYMBOL 232,192,192,224,224,224,240
,240,248
10045 SYMBOL 233,1,0,0,0,56,127,0,0
10050 SYMBOL 234,253,126,12,24,48,252,0,
0
10055 SYMBOL 235,248,120,60,28,14,6,3,0
10060 SYMBOL 236,63,30,0,0,7,15,0,0
10065 SYMBOL 237,248,0,0,0,0,0,0,0
10070 SYMBOL 238,7,31,63,127,99,99,127,6
3
10075 SYMBOL 239,144,225,247,251,139,115
,251,255
```

```
10080 SYMBOL 240,0,254,255,255,255,255,2
55,255
10085 SYMBOL 241,3,14,252,252,248,240,22
4,128
10090 SYMBOL 242,16,16,16,16,16,16,16,16
10095 SYMBOL 243,255,170,85,170,85,170,8
5,255
10490 REM >>> INICIALIZAR VARIABLES <<<
10500 FX(1)=10:FX(2)=14:FX(3)=6:FX(4)=3
10505 PY(1)=5:PY(2)=13:PY(3)=15:PY(4)=7
10510 RETURN
10990 >>> PRIMERA COTORRA <<<
11000 LOCATE FX(A),PY(A)
11010 PRINT CHR$(224);CHR$(225);CHR$(226
)
11015 LOCATE FX(A),PY(A)+1
11020 PRINT CHR$(227);CHR$(228);CHR$(229
)
11025 LOCATE FX(A),PY(A)+2
11030 PRINT CHR$(230);CHR$(231);CHR$(232
)
11035 LOCATE FX(A),PY(A)+3
11040 PRINT CHR$(233);CHR$(234);CHR$(235
)
11045 RETURN
11490 REM >>> COTORRA CHEFOSA DE ABAJO <
<<
11500 LOCATE FX(A)-1,PY(A)+2
11510 PRINT CHR$(236);CHR$(234);CHR$(237
)
11515 LOCATE FX(A)-1,PY(A)+3
11520 PRINT CHR$(236);CHR$(234);CHR$(237
)
11521 LOCATE FX(A),PY(A)+1:PRINT CHR$(24
2)
11522 LOCATE FX(A),PY(A):PRINT CHR$(242)
11525 RETURN
11990 REM >>> COTORRA NEGRA <<<
12000 LOCATE FX(A),PY(A):PRINT " "
12005 LOCATE FX(A),PY(A)+1:PRINT " "
12010 LOCATE FX(A)-1,PY(A)+2:PRINT " "
12015 LOCATE FX(A)-1,PY(A)+3:PRINT " ":L
OCATE FX(A)+2,PY(A)+3:PRINT " "
12020 RETURN
12490 REM >>> DIBUJA PANTALLA <<<
12500 FOR Y=1 TO 4 :PEN 7:LOCATE 10,Y:PR
INT CHR$(242):NEXT Y
12505 FOR Y=1 TO 12 :PEN 11:LOCATE 14,Y:
PRINT CHR$(242):NEXT Y
12510 FOR Y=1 TO 14: PEN 14:LOCATE 6,Y:P
RINT CHR$(242):NEXT Y
12515 FOR Y=1 TO 6: PEN 13:LOCATE 3,Y:PR
INT CHR$(242):NEXT Y
12520 FOR X=1 TO 20:LOCATE X,1:PEN 15:PR
INT CHR$(243):LOCATE X,20:PEN 3:PRINT CH
R$(243):NEXT X
12530 LOCATE 10,9:PEN 12:PRINT CHR$(243)
:CHR$(243);CHR$(243)
```

```
12535 LOCATE 14,17:PRINT CHR$(243):CHR$(
243):CHR$(243)
12540 LOCATE 6,19:PRINT CHR$(243):CHR$(2
43):CHR$(243)
12545 LOCATE 3,11:PRINT CHR$(243):CHR$(2
43):CHR$(243)
12550 INK 15,24:INK 13,18:INK 14,14
12560 PEN 13:LOCATE 7,24:PRINT "COTORRA"
:
12600 RETURN
12990 REM >>> HACER SONIDOS <<<
13000 IF NO(B)=1 THEN A=1:GOSUB 12000:FE
N 7:GOSUB 11500:SOUND 1,200,10:FOR T=1 T
O 500:NEXT T
13005 IF NO(B)=2 THEN A=2 :GOSUB 12000:F
EN 11:GOSUB 11500:SOUND 1,400,10:FOR T=1
TO 500: NEXT T
13010 IF NO(B)=3 THEN A=3:GOSUB 12000:FE
N 14:GOSUB 11500:SOUND 1,600,10:FOR T=1
TO 500:NEXT T
13015 IF NO(B)=4 THEN A=4:GOSUB 12000:FE
N 13:GOSUB 11500:SOUND 1,800,10:FOR T=1
TO 500:NEXT T
13020 GOSUB 12000:GOSUB 11000
13025 RETURN
13450 REM
13500 LOCATE 1,22:FOR Q=1 TO 20:PRINT "
":NEXT Q
13505 LOCATE 1,23:FOR Q=1 TO 20:PRINT "
":NEXT Q
13510 RETURN
```

"ENTRADA DE CARACTERES"

```
28980 >>>>>>>>>>>INKEY>>>>>>>>>>>>>>>>
29000 le=0:ri=0:up=0:do=0:fi=0:ex=0:a=0
29010 CALL addr+1:a=PEEK(addr)
29020 IF a=8 OR a=242 THEN le=1
29030 IF a=9 OR a=243 THEN ri=1
29040 IF a=11 OR a=240 THEN up=1
29050 IF a=10 OR a=241 THEN do=1
29060 IF a=88 OR a=224 THEN fi=1
29070 IF a=13 THEN q=1
29080 IF a=32 THEN ex=1
29090 RETURN
29480 >>>>>>>>>>>POKE INKEYS>>>>>>>>>>>>>>
29500 c=INT(addr/256):b=addr-256*c
29510 RESTORE 29580
29520 FOR n=addr TO addr+13
29530 READ a:IF a=999 THEN a=b
29540 IF a=998 THEN a=c
29550 POKE n,a
29560 NEXT n
29570 RETURN
29580 DATA 0,62,0,50,999,998,205,27
29590 DATA 187,208,50,999,998,201
```



```

24500 N$=""
24510 A$=INKEY$
24520 IF A$="Q" THEN RUN
24524 IF A$="S" THEN GOSUB 31000
24526 IF A$="L" THEN GOSUB 32000
24528 IF A$="#" AND COUNT >1 THEN Z$(COU
NT,1) ="FF" :GOSUB 35000
24530 A$=UPPER$(A$)
24540 IF A$<"A" OR A$>"H" THEN GOTO 2451
0
24550 N$=A$:SOUND 2,150,5,15:PRINT #3 ,N
$:
24560 A$=INKEY$
24570 IF A$<"1" OR A$>"9" THEN GOTO 2456
0
24580 N$=N$+A$:SOUND 2,150,5,15:PRINT #3
,A$:
24590 RETURN
24980 REM >>>>>>> MUEVE <<<<<<<<<<<<
25000 GOSUB 26000
25090 RO=S1:CO=S:GOSUB 25200
25100 M$(S1,S)=M$(F1,F)
25110 IF S1=1 AND M$(1,S)="B" THEN M$(1,
S)="D":HUFF=0
25120 IF S1=8 AND M$(8,S)="A" THEN M$(8,
S)="C":HUFF=0
25125 SOUND 2,200,75,15
25130 RO=S1:CO=S:GOSUB 25200
25135 SOUND 2,100,10,15
25140 RO=F1:CO=F:GOSUB 25200
25150 M$(F1,F)=" "
25160 RETURN
25200 X=25:Y=390
25210 FOR N=1 TO 8
25220 FOR M=1 TO 8
25230 IF N=RO AND M=CO THEN GOSUB 25300
25240 X=X+48
25250 NEXT M
25260 X=25:Y=Y-48
25270 NEXT N
25280 RETURN
25300 C$=M$(N,M)
25310 IF C$="" THEN RETURN
25320 IF C$="A" OR C$="C" THEN COL=3 ELS
E COL=2
25340 PLOT 0,0,COL:MOVE X,Y
25350 GOSUB 23500
25360 RETURN
25980 REM >>>>>>>CONVIERTE<<<<<<<<<<<<
26000 F=ASC(LEFT$(F$,1))
26010 F=F-64
26020 F1=VAL(RIGHT$(F$,1))
26030 F1=9-F1
26040 S=ASC(LEFT$(S$,1))
26050 S=S-64
26060 S1=VAL(RIGHT$(S$,1))
26070 S1=9-S1
26080 RETURN
26090 REM >>>>>>>RE-CONVIERTE<<<<<<<<<<<<
26100 R$=CHR$(COL+64)
26110 R$=R$+STR$(9-LIN)
26120 RETURN
26980 REM >>>>>>>VALIDA<<<<<<<<<<<<<<<
27000 GOSUB 26000:HUFF=0
27005 P$="B" :F1$="D"
27007 IF PLAY=2 THEN P$="A": F1$="C"
27010 FOR Y=1 TO 8
27020 FOR X=1 TO 8
27030 IF HUFF=1 THEN GOTO 27060
27040 IF M$(Y,X)<>P$ AND M$(Y,X) <>P1$ T
HEN GOTO 27060
27050 GOSUB 33000
27060 NEXT X
27070 NEXT Y
27075 CHECK=1
27080 C$=M$(F1,F):D$=M$(S1,S)
27090 IF C$="" THEN RETURN

```

```

27100 IF( C$="A" OR C$="C" ) AND PLAY=1
THEN RETURN
27110 IF(C$="B" OR C$="D") AND PLAY=2 TH
EN RETURN
27120 IF D$<>" " THEN RETURN
27130 IF C$="A" AND S1<F1 THEN RETURN
27140 IF C$="B" AND S1>F1 THEN RETURN
27150 XD=S-F:YD=S1-F1
27160 IF SGN(XD)*(XD)=1 AND SGN(YD)*(YD)
=1 THEN GOTO 27490
27170 IF SGN(XD)*XD<>SGN(YD)*YD THEN RET
URN
27180 X$=M$(F1+(YD/2),F+(XD/2))
27190 IF (X$="A" OR X$="C" ) AND PLAY=2
THEN RETURN
27200 IF (X$="B" OR X$="D") AND PLAY=1 T
HEN RETURN
27210 IF X$="" THEN RETURN
27220 RO=F1+(YD/2):CO=F+(XD/2):GOSUB 252
00
27230 LIN=F1+(YD/2):COL=F+(XD/2)
27240 M$(LIN,COL)=" "
27250 GOSUB 26100
27260 Z$(COUNT,1)=R$: Z$(COUNT,2)=R$
27270 COUNT=COUNT+1:GOTO 27500
27490 IF HUFF=1 THEN RETURN
27500 CHECK=0:RETURN
27980 REM >>>>>>>TURN<<<<<<<<<<<<<<<
28000 GOSUB 24000:HUFF=0
28005 LOCATE #3,1,11:PRINT #3,SPC(12)
28006 LOCATE #3,1,12:PRINT #3,SPC(12)
28010 GOSUB 27000
28020 IF CHECK=0 THEN GOTO 28050
28030 LOCATE #3,1,11:PRINT #3," MOVIMIEN
TO NO VALIDO"
28040 SOUND 2,300,50,15:GOTO 28000
28050 GOSUB 25000
28060 Z$(COUNT,1)= F$:Z$(COUNT,2)=S$
28070 COUNT=COUNT+1:IF COUNT=101 THEN CO
UNT=1
28075 IF HUFF=0 THEN GOTO 28100
28080 Y=S1:X=S:GOSUB 33000
28090 IF HUFF=1 THEN 34000
28100 HUFF=0:RETURN
28980 REM >>>>>>>AMBOS JUGADORES<<<<<<<<<<<<
29000 PLAY=1
29010 GOSUB 28000
29020 GOSUB 1600
29030 PLAY=2
29040 GOSUB 28000
29050 GOSUB 1600
29060 RETURN
31040 G$=G$+M$(N,M)
31110 OPENOUT "!DRAUGHTS"
32010 OPENIN "!DRAUGHTS"
32050 M$(N,M)=LEFT$(G$,1)
32060 G$=RIGHT$(G$,LEN(G$)-1)
32980 REM >>>>>>>HUFF<<<<<<<<<<<<<<<
33000 HUFF=0
33010 H1$="A":H2$="C"
33020 IF PLAY=2 THEN H1$="B":H2$="D"
33030 IF Y<3 OR M$(Y,X)="A" THEN GOTO 33
080
33040 IF X<3 THEN GOTO 33060
33050 IF (M$(Y-1,X-1)=H1$ OR M$(Y-1,X-1)
=H2$) AND M$(Y-2,X-2)=" " THEN HUFF=1
33060 IF X>6 THEN GOTO 33080
33070 IF ( M$(Y-1,X+1)=H1$ OR M$(Y-1,X+1)
=H2$ ) AND M$(Y-2,X+2)=" " THEN HUFF=1
33080 IF Y>6 OR M$(Y,X)="B" THEN GOTO 3
3130
33090 IF X<3 THEN GOTO 33110
33100 IF (M$(Y+1,X-1)=H1$ OR M$(Y+1,X-1)
=H2$) AND M$(Y+2,X-2)=" " THEN HUFF=1
33110 IF X>6 THEN GOTO 33130
33120 IF (M$(Y+1,X+1)=H1$ OR M$(Y+1,X+1)
=H2$) AND M$(Y+2,X+2)=" " THEN HUFF=1

```

```

33130 RETURN
33131 RETURN
33980 REM >>>>>>>>>VETE OTRA VEZ<<<<<<<<<<<<
34000 LOCATE #3,10,6 :PRINT #3,S$
34001 fa=1
34010 F$=S$
34020 LOCATE #3,10,9:PRINT #3," "
34030 LOCATE #3,10,9
34040 GOSUB 24500
34050 S$=N$
34060 LOCATE #3,1,11:PRINT #3,SPC(12)
34065 LOCATE #3,1,12:PRINT #3,SPC(12)
34070 GOSUB 26000:GOSUB 27075
34080 IF CHECK=0 THEN GOTO 34110

34090 LOCATE #3,1,11:PRINT #3," MOVIMIEN
TO NO VALIDO"
34100 SOUND 2,300,50,15:GOTO 34020
34110 GOSUB 25000
34120 Z$(COUNT,1)=F$:Z$(COUNT,2)=S$
34130 COUNT=COUNT+1:IF COUNT=101 THEN CO
UNT=1
34140 Y=S1:X=S:GOSUB 33000
34150 IF HUFF=1 THEN GOTO 34000
34160 HUFF=0:IF PLAY=1 THEN PLAY=2
34163 GOTO 28050
34980 REM >>>>>>>>>REPETICION<<<<<<<<<<<<
35000 COUNT=0:PLAY=1

```

```

35010 GOSUB 22000
35020 GOSUB 20000:GOSUB 23000
35030 COUNT =COUNT+1
35040 IF Z$(COUNT,1)="FF" THEN GOTO 3550
0
35050 F#=Z$(COUNT,1):S#=Z$(COUNT,2)
35060 GOSUB 26000:GOSUB 25000
35065 IF F#=S$ THEN GOTO 35030
35070 COUNT=COUNT+1
35080 A$=INKEY$
35090 IF A$="" THEN GOTO 35080
35095 PLAY=2
35100 IF A$="#" THEN GOTO 35500
35110 IF Z$(COUNT,1)="FF" THEN GOTO 3550
0
35120 F#=Z$(COUNT,1):S#=Z$(COUNT,2)
35130 GOSUB 26000:GOSUB 25000
35135 IF F#=S$ THEN GOTO 35030
35140 A$=INKEY$
35150 IF A$="" THEN GOTO 35140
35155 PLAY=1
35160 IF A$="#" THEN GOTO 35500
35170 GOTO 35030
35500 IF PLAY=1 THEN GOTO 29000
35510 GOTO 29030

```

Ahora una con 'MERGE' la subrutina de 'tablero'.

2.a RUTINA

```

19980 REM >>>>>>>>>PANTALLA<<<<<<<<<<<<
20010 PAPER 0: PEN 1: BORDER 0:MODE 1
20020 WINDOW #1,2,25,1,24
20030 PAPER #1,3:PEN #1,2:CLS #1
20035 PAPER #2,2
20040 TAG #2
20070 L$=STRING$(3,143)
20080 L1$=STRING$(3,32)
20090 N$=L$+L1$+L1$+L1$+L1$+L1$+L1$+L1$
20100 FOR N=1 TO 4
20110 FOR M=1 TO 3
20120 PRINT #1,N$:
20130 NEXT M
20140 FOR M=1 TO 3
20150 PRINT #1,RIGHT$(N$,21)+LEFT$(N$,3):
20160 NEXT M
20170 NEXT N
20200 FOR N=2 TO 23 STEP 3
20210 LOCATE 1,N
20220 L$=HEX$((26-N)/3,1)
20230 PRINT L$:
20240 LOCATE N+1,25
20250 PRINT CHR$(64+(N+1)/3):
20260 NEXT N
20270 WINDOW #3,27,39,2,15
20280 PAPER #3,3:PEN #3,1:CLS #3
23980 REM >>>>>>>>>INTRODUCIR<<<<<<<<<<<<
24000 LOCATE #3,5,4:IF PLAY=1 THEN PRINT
#3,"BLANCO" ELSE PRINT #3,"NEGRO "
24010 LOCATE #3,10,6:PRINT #3," "
24020 LOCATE #3,10,9:PRINT #3," "
24030 LOCATE #3,10,6
24040 GOSUB 24500
24050 F$=N$
24060 LOCATE #3,10,9
24070 GOSUB 24500
24080 S$=N$
24100 RETURN
30980 REM >>>>>>>>>GRABAR<<<<<<<<<<<<<<<
31000 Z$(COUNT,1)="FF"

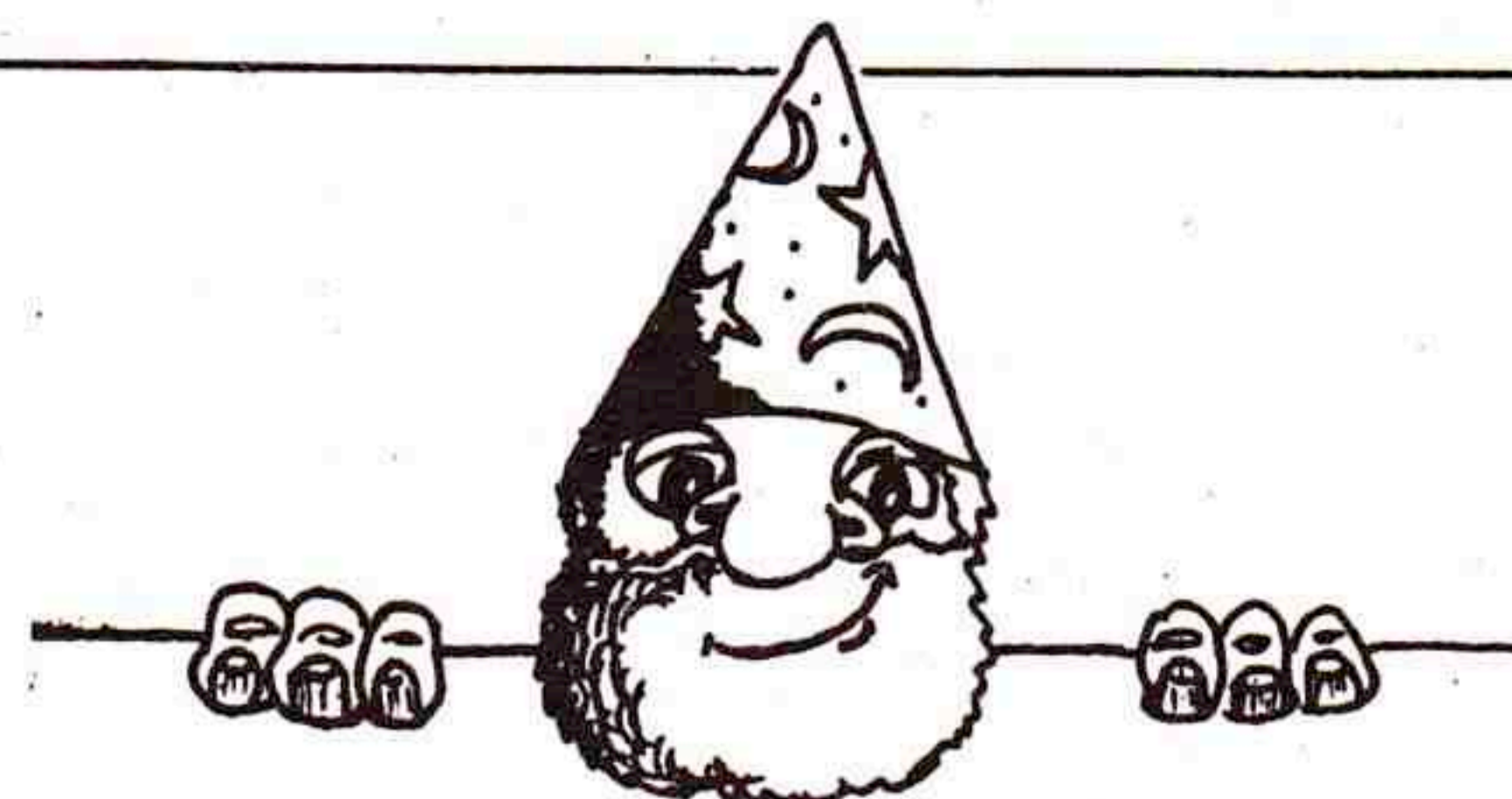
```

```

31010 G$="":SOUND 2,200,20,15:SOUND 2,
100,40,15
31020 FOR N=1 TO 8
31030 FOR M=1 TO 8
31050 NEXT M
31060 NEXT N
31065 H$="":I$=""
31070 FOR N=1 TO 100
31080 H$=H$+Z$(N,1)
31085 I$=I$+Z$(N,2)
31090 NEXT N
31100 H$=H$+STR$(COUNT)
31120 PRINT #9,G$
31130 PRINT #9,H$
31140 PRINT #9,I$
31150 CLOSEOUT
31160 SOUND 2,200,20,15:SOUND 2,100,40,15
31200 RETURN
31980 REM >>>>>>>>>CARGAR<<<<<<<<<<<<<<<
32000 G$="":SOUND 2,200,20,15:SOUND 2,
200,40,15
32015 LINE INPUT #9,G$
32020 LINE INPUT #9,H$
32025 LINE INPUT #9,I$
32030 CLOSEIN
32035 FOR N=1 TO 8
32040 FOR M=1 TO 8
32070 NEXT M
32080 NEXT N
32090 FOR N=1 TO 100
32100 Z$(N,1)=LEFT$(H$,2)
32110 H$=RIGHT$(H$,LEN(H$)-2)
32120 Z$(N,2)=LEFT$(I$,2)
32125 I$=RIGHT$(I$,LEN(I$)-2)
32130 NEXT N
32140 COUNT=VAL(H$)
32150 SOUND 2,200,20,15:SOUND 2,200,40,15
32160 GOSUB 20000
32170 GOSUB 23000
32180 LOCATE #3,10,6
32200 RETURN

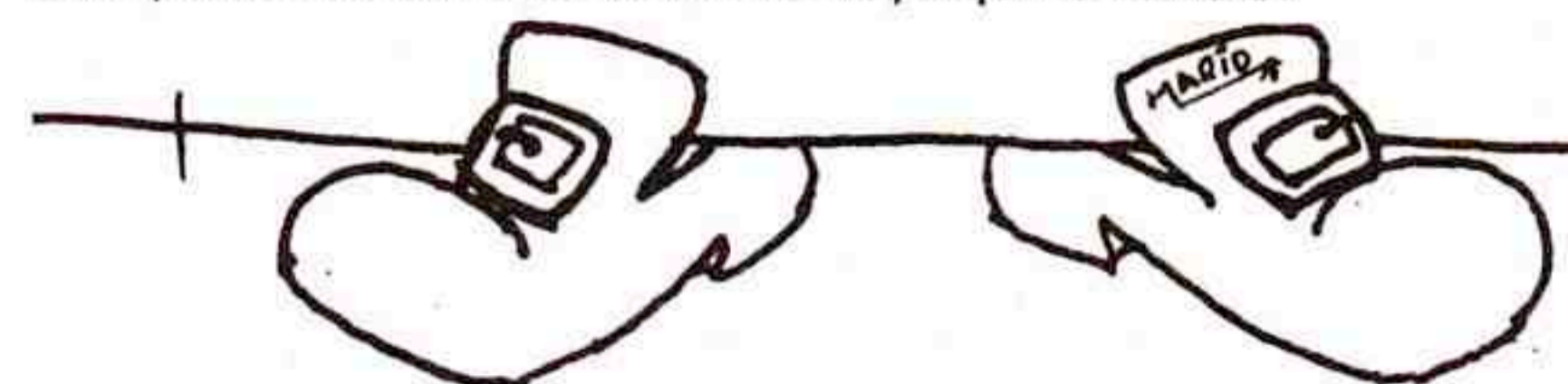
```

FE DE ERRATAS



Como sabréis, en todas las redacciones hay duendes, esos seres pequeñitos que algunas veces nos juegan malas pasadas. Pues bien, nosotros estamos siempre a la caza y captura del nuestro, pero mientras, él ha hecho de las suyas en el número dos.

En el programa *EL MANIACO*, no apareció el principio de éste, una vez subsanado el fallo, aquí lo tenéis.



```
el maniaco
1      REM
2      high=99
900   GOSUB 24000
1000  GOSUB 22000
1020  po=1:view=4:targ=high-4
1050  LOCATE 9,22:PRINT "EL LABERINTO "
1060  LOCATE 8,24:PRINT "DEL MANIACO"
1065  GOSUB 20000:GOSUB 32000
1070  GOSUB 27000:GOSUB 23000
1080  start=TIME
1090  GOSUB 28000
1100  GOSUB 27000
1150  GOSUB 23000
1160  IF won=1 THEN GOTO 33000
1170  won=0
1180
```

```
1200  GOTO 1100
9980  * <<<<<<<<<<monstruo>>>>>>>>>>>>
10000  SYMBOL 228,0,0,16,44,62,28,56,112
10010  SYMBOL 229,129,66,126,90,126,106,8
6,60
10020  SYMBOL 230,0,0,8,52,124,56,28,14
10030  SYMBOL 231,112,121,127,63,31,7,1,1
10040  SYMBOL 232,60,255,255,255,231,215,
235,213
10050  SYMBOL 233,14,158,254,252,248,224,
128,128
10060  SYMBOL 234,1,3,15,15,31,63,62,62
,60,0
10070  SYMBOL 235,171,213,235,215,235,255
,124,124
10080  SYMBOL 236,128,192,240,240,248,252
```

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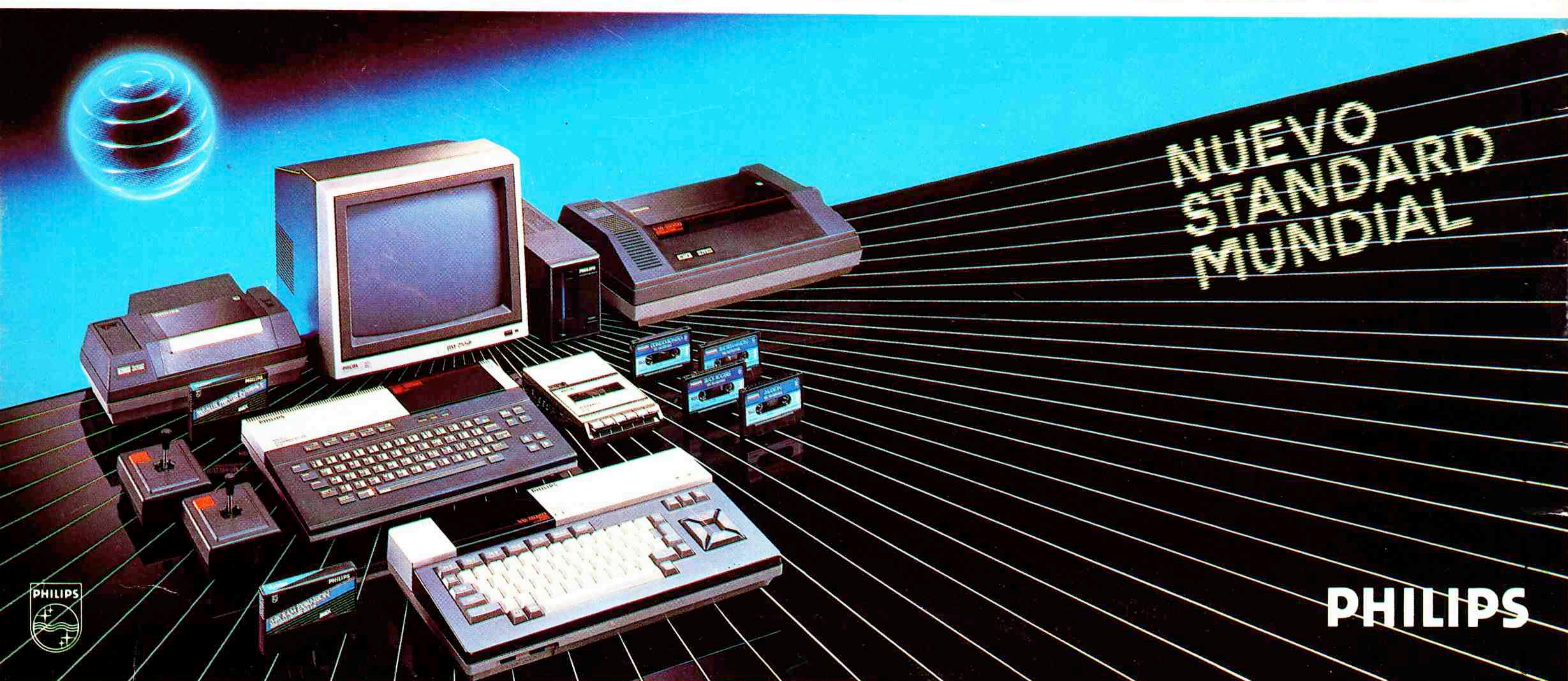
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